Mac FORMAT ISSUE 231 March 2011

> The best free Mac apps > Group Test: Our verdict on eight Mac mice > Get started with the Mac App Store > Fit a new drive in a MacBook Pro

Printed in the UK

All your Apple needs

Mac FORMAT

> Mac > iPad > iPhone
> Issue 231 March 2011

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A world of apps awaits!

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We reveal the Mac's best free apps

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- Top 4 handy utilities
- 6 media essentials
- Great system tools

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GROUP TEST

Choose a mouse

Is Apple's offering still magic?

Design a game

Make your own Mac classic!

STEP-BY-STEP

Fit a new drive

Upgrade your MacBook Pro

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Welcome…

to MacFormat, the UK's No. 1 Mac magazine

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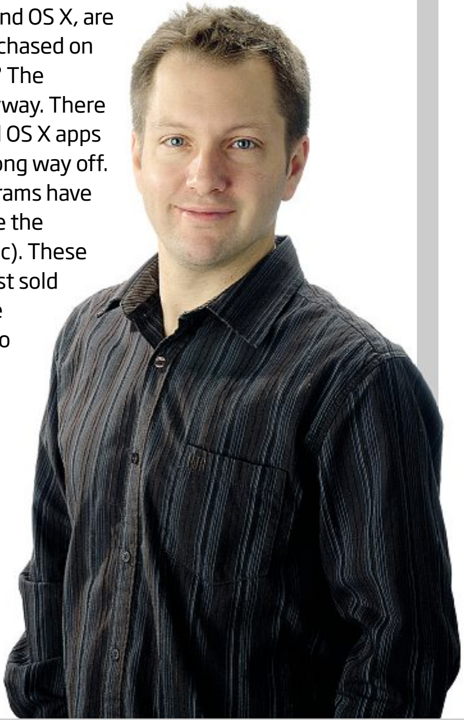
One million apps were downloaded from the Mac App Store on its first day open for business. That's not bad by anybody's standards, and I think it's safe to say it's going to be a huge success for Apple. While there will inevitably be a few naysayers worried about the level of control Apple exerts over its customers, and the fact that you have to be running the latest version of OS X to use it, I think the Mac App Store is going to create even more clear blue water between OS X and Windows. It's now much easier to find, install and enjoy quality new software on a Mac than it is on a Windows PC. Inevitably, Microsoft will have to follow suit at some point.

The Mac App Store has also inadvertently created massive confusion over what an 'app' is. Now you can get apps for both iOS and OS X, are they the same? Will an app purchased on your iPhone work on your Mac? The answer is no – well, not yet anyway. There may come a time when iOS and OS X apps become compatible, but it's a long way off. And as for the name, Mac programs have always been called apps (hence the 'Applications' folder on your Mac). These are the same Mac programs, just sold through a new store. And if the first-day figures are anything to go by, it seems to be working.



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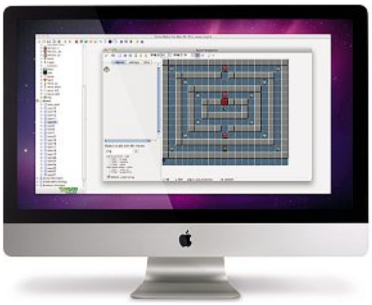

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Deputy Editor

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Reviews Editor

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Technical wizard

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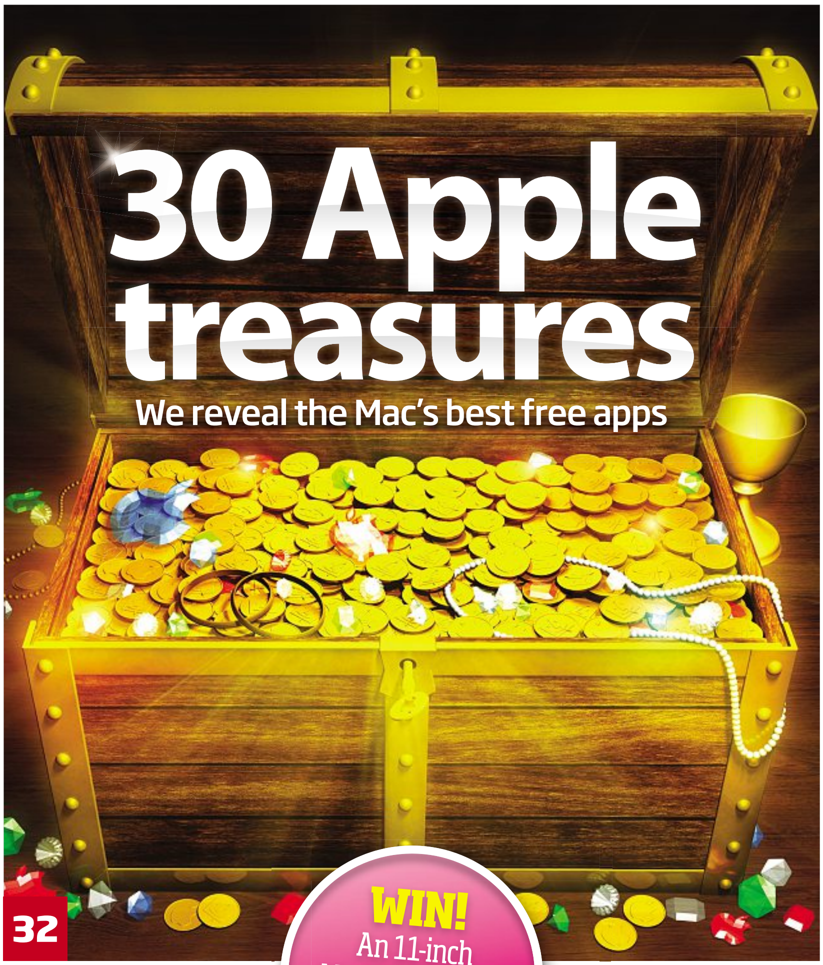

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"You may not know it, but your Mac has speech recognition technology installed by default"

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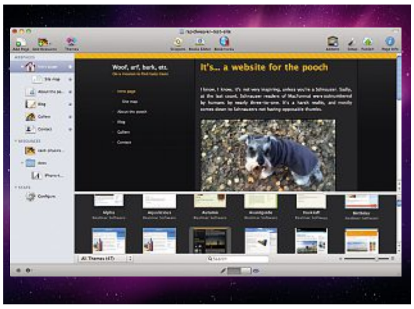
Woof, arf, bark, etc.
It's... a website for the pooch

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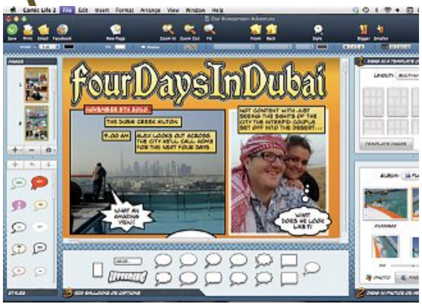
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Animation Engine

Version 3 of this add-on

iPad File Explorer

Store files on your iOS device

Massive Mail 1.3

Send out bulk emails in droves

Mac FORMAT
ISSUE 231 / March 2011
Future
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MAC231 DISC
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WHY NOT ALSO TRY?

Like *MacFormat*? Then you'll love the new launch – *Tap! The iPhone and iPad magazine.* **Turn to page 104 to find out more!**

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PLUS CAITLIN MORAN UNPACKS HER NEW iPAD
techradar.com

Start up

>NEWS & OPINION >INTERVIEWS >GADGETS >LETTERS

Mac, meet apps

Apple's App Store for Macs puts software on steroids

The Mac App Store has opened for business, raising praise and plaudit from most, with at least one analyst calling Apple's new software shop a "game-changer". Apple recorded one million software downloads on day one.

As part of the Mac OS X 10.6.6 update, the Mac App Store offers a one-stop shop from which you can browse, buy and acquire Mac software. But *Microsoft Office* and Adobe products were absent at time of writing.

"With more than 1,000 apps, the Mac App Store is off to a great start," said Apple CEO, Steve Jobs. "We think users are going to love this innovative new way to discover and buy their favourite Apps."

Apple's drinking its own Kool-Aid when it comes to the store, offering the suite of *iLife* apps – *iPhoto, iMovie, GarageBand* – for sale as individual apps at £8.99 each. *iWork '11* didn't make its debut with the store, but existing versions of *Pages* and *Keynote* are available.

"Managing six different [apps] in [individual] boxes is very difficult, if not impossible, which forces you to bundle them together in suites," Apple's VP of Internet Services Eddy Cue told Macworld.

Perhaps, but Apple also moved to offer *Aperture* at an astonishing new price: just £45 rather than the £173 it costs in retail stores. It's no surprise the app became one of the most popular on the store at launch.

The Mac App Store offers apps in Education, Games, Graphics & Design, Lifestyle, Productivity, Utilities and 15 other categories. It automatically populates your Dock with an icon to lead you to the App Store. As you purchase new apps, these are also added to your Dock.

A single click downloads and installs a program – you don't need to authorise it. This makes it more important than ever that users protect their Apple passwords.

On launch, the App Store offers a familiar *iTunes*-like user interface, with a series of highlighted apps and navigation items including: Featured, Top Charts, Categories, Purchases and Updates at the top of the screen. 'Purchase' is useful because it means you can easily install purchased apps across up to five Macs, so long as you sign-in with your Apple ID. Navigation is fast and straightforward.

One unusual omission is that while software you already have installed appears within the App Store menu as 'installed', updates to the software

>>MORE NEWS
For even more on the Mac, iPod and iPhone, visit
www.macformat.co.uk

FOR MORE INFO
See our guide to the App Store
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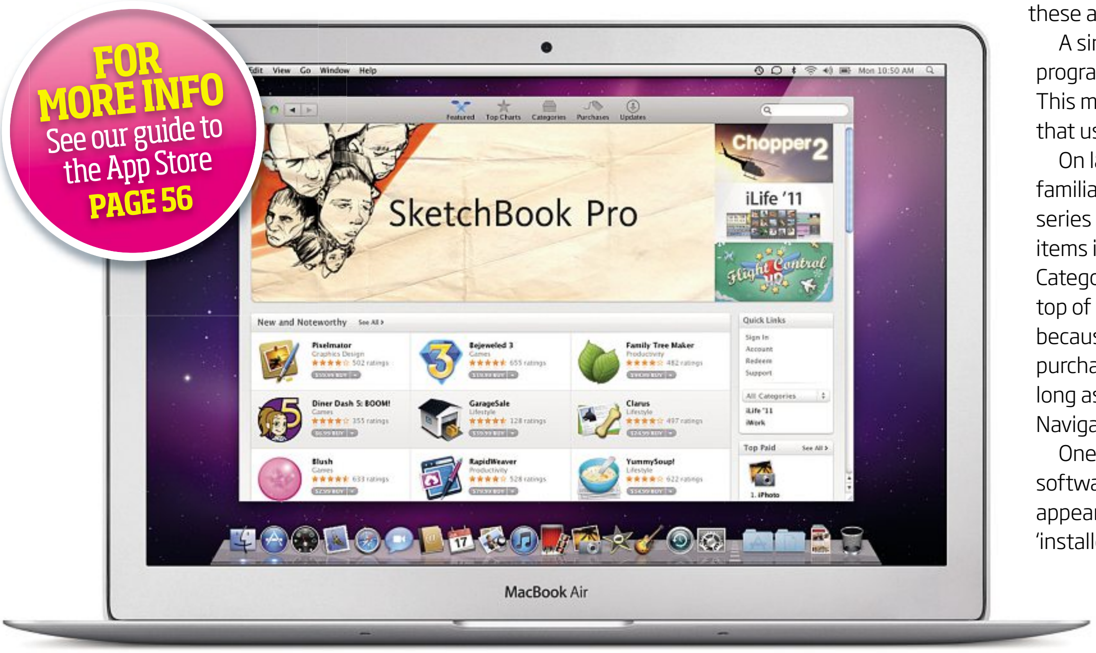
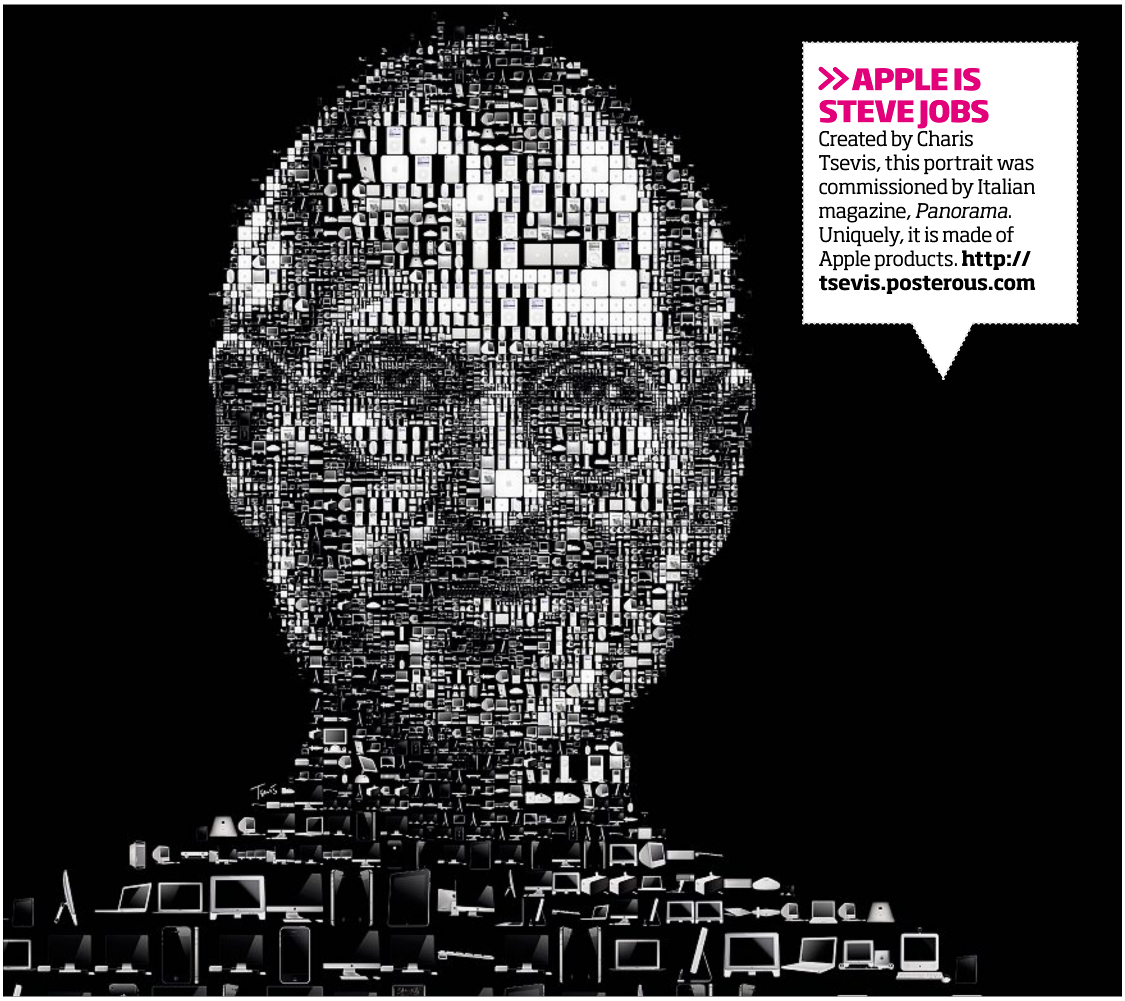


The Mac App Store offered 1,000 apps to Mac users on its unveiling.

APPLE IN PICTURES / Anatomy of a Mac head



APPLE IS STEVE JOBS

Created by Charis Tsevis, this portrait was commissioned by Italian magazine, *Panorama*. Uniquely, it is made of Apple products. **http://tsevis.posterous.com**

dispatched via the App Store aren't automatically made available. This has generated a little criticism. A lack of trial versions of software titles available in-store has also raised eyebrows, though developers had previously confirmed this feature wouldn't be available, at least not within Mac App Store 1.0.

Some are concerned that in cases in which urgent application updates are required, having Apple as a middleman may delay patch delivery, while essential updates await approval. We'll wait and see.

Many developers are already offering software via the store, including Bare Bones Software, Delicious Monster, Autodesk, Ancestry.com, Boinx and more.

Oliver Breidenbach, Boinx Software's CEO, observed, "The Mac App Store makes it easier than ever for consumers to access innovative software designed for the Mac."

Ezra Gottheil, analyst with Technology Business Research, called the store "part of the overall iOS-isation of Mac OS."

Some industry watchers seemed concerned the store would depress prices to iOS levels. "I'm sure that some established developers will try to cut their prices; only time will tell if those prices are sustainable for good-quality software," Rich Siegel, founder and CEO of Bare Bones Software, told *MacFormat*: "If developers choose to participate in some giant, initial race to the bottom, and then find they can't make ends meet, they have nobody but themselves to blame. No amount of peer pressure constitutes a gun to one's head." ●

APPLE IN NUMBERS

1 million

Apple says it has sold one million new-model Apple TVs

"I'm not saying that walking to a shop to buy iLife is the only exercise that I get…"

Christopher Phin on the vagaries of nerd fitness

Apple talk

Who's saying what?

Steve Jobs
www.apple.com
"The App Store revolutionised mobile Apps. We hope to do the same for PC apps with the Mac App Store."
Jobs speaks up.

Michael Gartenberg
www.gartenblog.net
"I have seen nothing so far at CES that I'd call an iPad killer. I've seen nothing so far that would give iPad a minor case of the sniffles."
Analyst sums up CES.

American Dialect Society
www.americandialect.org
"There's no question 'app' is a very powerful word."
Society declare 'app' the 2010 word of the year.

Lowell McAdam
www.apple.com/pr
"We are pleased to introduce millions of wireless users to the industry leading iPhone 4 on the nation's most reliable network."
Verizon president on iPhone 4 avalability.

Scott Wolfe
www.nytimes.com
"This could very well be the biggest thing to hit school technology since the overhead projector."
US school head is hugely impressed with iPad.

Any great quotes? Email us! macformat@futurenet.com

>> IN THE SPOTLIGHT

Blubber and indolence

Christopher Phin

The Mac App Store has launched, and with it, geeks, agoraphobics and those chained either literally or figuratively to their desks got another reason never to leave their homes. With a click or two, you can have everything from *Angry Birds* to *Aperture* installed on your Mac, and you barely have to trouble any muscle group above the wrist.

So here's something you don't often get from *MacFormat*: investment advice. (Disclaimer: not really.) Give it 10 years, and the only companies still making money will be Apple, Amazon, Tesco, FedEx and whatever depressing synthesis of ludicrous pricing, synergistic partnerships and ugly inefficiency our Tory-flavoured government turns the Royal Mail into.

Most people interpreted the lolling sacks of hoverchair-transported blubber and indolence in Disney-Pixar's *Wall-E* as a sobering warning about rising levels of obesity, selfishness and regression in the developed world. I take their point, but I can't argue that a little part of me wasn't thinking, "man, that looks awesome".

> *"There are computer users who are fit, healthy, and treat their bodies as their temples – I know because I've met them"*

There are computer users who are fit, healthy and active, who treat their bodies as their temples (I know because I've met them); temples to be venerated and cherished, rather than desecrated. But there are lots of us for whom a broadband connection, a Mac, and a surfeit of food and fizzy pop within easy grasping distance is a recipe for lifelong contentment.

Now, I'm not saying that walking to a shop to buy a copy of *iLife* is the only exercise that I get – how many copies of *iLife* does one man need? Nevertheless, it's easy to envisage a future in which a third of the traffic on the roads consists of giant container trucks stocking Amazon warehouses, another third, colourfully branded Transit vans carrying smaller boxes from those warehouses to our homes, and the remainder bemused pensioners in anachronistic Hondas who wonder where all the young people have gone. So where do I sign? ●

Christopher Phin typed this up using a wireless keyboard, with his feet perched on his desk. Practice what you preach, folks.

Verizon 3G
Friday
2
Calendar
Messages
Photos
Camera
280
Maps
23°
Weather

The iPhone 4 is no longer exclusively on AT&T in the US.

>> SMARTPHONE WARS

Verizon pick up iPhone 4

Verizon iPhone will beat back Google

Another version of the iPhone 4, this one suitable for use on AT&T competitor, Verizon's network, is set to ship in early February. Here in the UK we're so used to having a free choice of iPhone network provider that it's easy to forget that in the US the iPhone has been exclusive to just one network – AT&T. Until now, that is.

Expectation that Apple intends to move away from an exclusive relationship with AT&T has been building for months, and was finally confirmed on 11 January by Verizon President and Chief Operating Officer Lowell McAdam along with Tim Cook, Apple's Chief Operating Officer.

>> APPLE IN NUMBERS

$15,000

Original Apple Lisa sells for this much on eBay

"This is an important step for the industry as two great companies join forces to give wireless customers one of the most important technological additions to the mobile landscape this century," said Lowell.

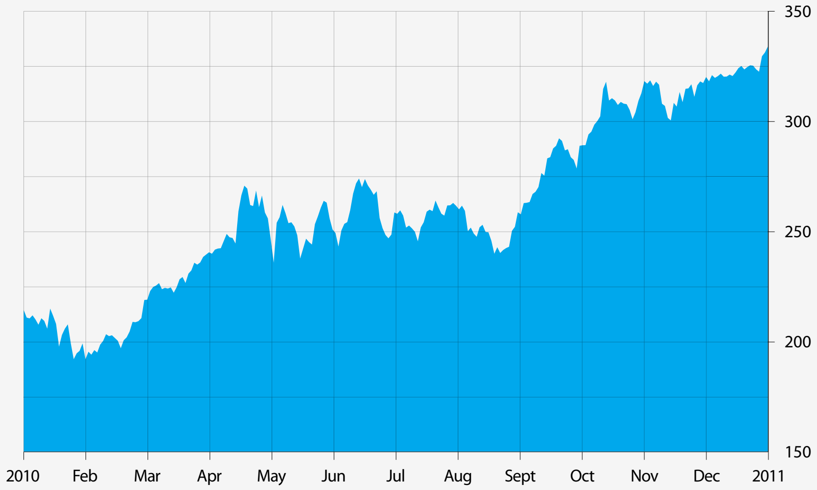
"Verizon Wireless customers have told us they can't wait to get their hands on iPhone 4, and we think they are going to love it," Apple's Cook added in support. "We have enormous respect for the company Verizon has built and the loyalty they have earned from their customers."

AT&T customers have long complained of patchy performance and poor network coverage, though the carrier has invested millions in attempts to improve support for bandwidth-hungry iPhones. It isn't just about coverage: Apple's move to abandon its exclusive relationship with O2 in the UK is understood to have generated extremely strong iPhone sales via other UK networks.

Support for Verizon will mean the iPhone will be available on both the largest US networks. Until now, Apple's iPhone has been competing with a multitudinous horde of other Android-powered handsets while only being offered by one carrier. That's set to change.

And it couldn't be better timed. Recent Comscore figures claimed Android surpassed iOS in the US, gaining 26% compared to Apple's 25% share. ●

APPLE IN NUMBERS / $300 billion story



Apple took a big step toward overtaking oil giant Exxon Mobile to become the world's most valuable company, when AAPL stock climbed above $330/share – putting its market cap above $300 billion for the first time.

TAX WOE

VAT attack hits the Mac

UK VAT raises hike Apple's prices

The Government's move to raise VAT to an eye-watering 20% has hit all Apple users. Rather than bearing the burden of the new rate by absorbing it, Apple has chosen to pass higher prices on to UK consumers.

The company moved to raise prices across all its products, turning away from its usual price targets. If you're in the market for an entry-level 13-inch MacBook Pro or a 21.5-inch iMac, these will now cost you £1,020, up from the previous £999. The Mac Pro now costs £2,041, up from £1,999.

Apple also increased prices of its iOS products: the 16GB iPhone 4 went from £499 to £510 while the 16GB Wi-Fi iPad moved from £429 to £439.

The Apple TV also saw a price hike, climbing from a psychologically attractive £99 to £101. iPod shuffles now cost £1 more than before, at £40. Some had hoped the company might simply absorb these price rises, but this didn't materialise.

Prior to the hike, Boxing Day was again the busiest day of the year for online retailers during 2010, with higher-than-normal levels of online retail sales leading all the way before the VAT increase came into effect.

The VAT rise may raise an additional £13 billion in revenue, the Treasury says. The BBC cites research that predicts retail sales will fall by about £2.2 billion in the first three months of the year as a result of the increase. Apple has issued no comment on the price hikes. ●

APPLE IN NUMBERS

16 million

Deutsche Bank estimate of iPhone sales at Christmas

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: Final Cut upgrade in Spring
Final Cut is expected to gain a substantial upgrade in March or early April. Versions for Snow Leopard and Lion are in the works, which tallies with our expectations.

HOT: Apple to make own CPUs
Apple already designs the ARM-based A4 processor and recent job ads suggest it's ramping up development. It makes sense – Apple can't be held back by a chip partner.

NOT: Apple to create combined CDMA/UMTS iPhone
Apple won't deliver a single iPhone to run on both CDMA and UMTS carrier networks, preferring different models for both.

NOT: iTunes for Android
A Computerworld blogger set tongues wagging with speculation Apple will release an *iTunes* app for Android users. We don't believe this will ever happen.

BBC TWO
SONY

Apple on TV

The Mac is ready for its close-up

If you were watching you might have caught BBC2's *Unwrapped with Miranda Hart*, where she imagined what might have happened if Steve Jobs had asked *Dragons Den* for help launching the iPad.

If you've spotted a Mac on television, then email macformat@futurenet.com and tell us all about it!

ACROSS THE POND

Apple Store exhibitions

Susie Ochs

The Consumer Electronics Show – which is in full swing in Las Vegas as I write this – is becoming a bigger deal than ever for Mac fans. The fact that it's no longer at the exact same time as the Macworld Expo in San Francisco naturally helps it draw our attention, and its roster of companies continues to grow every year. Currently my inbox is overflowing with emails about CES, but so far only one PR contact has asked to make an appointment at Macworld. Since Apple's no longer involved, the show may be on its way out – which is what happened to the summertime Macworld Expo in New York and Boston two years after Apple quit coming.

If the San Francisco show also goes the way of the California Condor, I'll really miss it. I watched streams of two CES keynotes, by Microsoft and Verizon, and was shocked at how, well, boring they both were, compared to a talk by Mr Steven P Jobs. And the massive CES show floor has acres of stuff to sort through to find the winners for Mac users like us. That takes time and energy.

> *"The Consumer Electronics Show – in full swing as I write this – is becoming a bigger deal than ever for Mac fans"*

Then again, we don't really need a big show to find out what's cool. Apple Stores are popping up like weeds not just in the US but all over the world, and they fit the bill nicely. Just think – you can talk to Apple-employed geeks or other Mac fans like yourself without having to negotiate over-enthusiastic marketeers. (Try it! They are very friendly stores!) You can get hands-on with all the Apple gear straight away, plus you can check out a specially curated collection of the most stylish accessories.

The biggest, fanciest Apple Stores in the capitals of the world offer workshops and educational presentations, just like they do at Macworld, and they even up the ante with One-to-One training. You might still encounter Macworld's main drawback – the crowds of like-minded computer users – but at least you won't have to fly to San Francisco; instead, just stroll down to the high street.

Although, SF is a nice place. Do come visit. ●

Susie Ochs, Senior Editor of *Mac|Life*, has been implicated as an inter-office Nerf weapons dealer. She's wanted on three floors.

HI-DEF DIEBACK

Blu-ray Macs? Big boss man says no

Apple wants an iTunes future for film

Apple has no big plans to embrace Blu-ray, with company boss Steve Jobs believing the content standard will end up being the last form of physical media used before home movie distribution goes almost 100% online.

French Mac website, Hardmac, cites its own sources who make these claims. During a 2008 product briefing, Jobs famously called Blu-ray a "bag of hurt", despite the fact Apple joined the Blu-ray association in 2005. Jobs is unhappy with that previous association, the website claims.

"He admitted that retrospectively he feels ashamed that Apple's name is associated with Blu-ray, as he thinks that BD-supporting associations look today more like Mafia than anything else." The report also puts paid to hopes among some Mac users that Apple may introduce Blu-ray drives in future Macs: this seems unlikely, with the company deterred from making such a move by the high price and complexity of licensing the disparate elements required to create authoring software. These licensing costs are hugely significant, with one (of many) licenses alone costing $80,000.

APPLE IN NUMBERS

21%

Number of TVs with internet access

Does it matter? After the iPad announcement in January 2010, Steve Jobs told staff that the company is taking a "wait and see" approach to Blu-ray, waiting to implement it until sales "take off."

Will they? HMV's recent decision to close 60 shops shows the collapse of physical entertainment product sales. And, as Apple's huge US data centre shows, for Cupertino the future of content discovery and acquisition is built around iTunes. ●

Stockwatch

A look at the world of Apple business with Clem Chambers

Apple is about 20% of the Nasdaq index and therefore is the market, so as the indices of the US markets move, so does Apple. This could be a vicious circle or virtuous circle depending on your point of view, but no matter how much circularity there is in a boom or a bubble, it can't hope to keep going indefinitely.

But the first law of investing is: "don't fight the tape" and Apple's progress is fantastically strong. While the value of the company is huge, the P/E, a measure of value as a ratio of profits, is almost reasonable at 22. That is to say, Apple's share price is mighty but so are its profits. At $335 Apple is still 20% away from overtaking Exxon as the top dog of US industry, so you can imagine there is still further upside.

Will we see $400 a share? With the current market running hot and Apple in new high territory and the darling of the market, only a fool would bet against it.

Clem Chambers is CEO of ADVFN, Europe's leading stocks and shares website.

>> iPHONE CHARGER

A charge for common sense

Europe enforces Micro USB phone standard

Apple's proprietary iPhone chargers may make way for an industry standard connection based on the Micro USB interface. This is because the European Commission continues its attempt to deliver a universal charging standard for smartphones. European Standardisation Bodies CEN-CENELEC and ETSI recently published harmonised standards for the manufacture of data-enabled mobile phones compatible with this new common charger. Micro USB is already widely used to connect computers and laptops to other devices, including mobile phones.

In June 2009, 14 leading mobile phone makers agreed to a unified standard for chargers for smartphones. Participants currently include Apple, Nokia, RIM, Samsung, Sony Ericsson, Motorola, LG Electronics and others.

The attempt is motivated by user convenience and to decrease e-Waste in Europe. At present over 500 million phones are in use in Europe, meaning there's 500 million chargers comprised of over 30 different and incompatible types. Users who want to change their mobile phones must usually acquire a new charger and dispose of the old one. The European Commission expects the first common chargers and mobile phones compatible with the new standards to reach the European market in the first months of 2011. It isn't certain if Apple's iPhone 5 will offer this (it doesn't have to under the agreement), but leaked iPad images hint iPad 2.0 may support the standard. ●

>> ADDED CONTENT

iTunes Extras lift

Sony takes on media bonus feature target

Apple's iTunes Extras are something of a slow burner, so it's interesting that Sony, one of the main supporters of the Blu-ray format, has quietly begun adding exclusive bonus feature content in the format on iTunes.

Releases boasting such new features include *The Other Guys*, *Salt* and *Resident Evil: Afterlife*. A search button enables you to input a word, and any mention of it in the script will be retrieved, along with a link to the exact moment in the movie in which the line was uttered. In addition to this, a new 'clip and share' function lets you post scenes to social networks, proving Sony's taking an interest in the socially connected web. There's also a playlist with songs from the film, which are linked to iTunes for purchase. All of these extras are exclusively available via iTunes.

Introduced in late 2009 with *iTunes 9*, iTunes Extras were meant to offer a way for movie studios to boost online sales of their flicks with additional features and functions, like virtual DVD releases.

The success of iTunes Extras has been severely limited by the fact that at present these features aren't available on iPhones or other iOS-based systems, a particular irritant given the iPad's dexterity as a personal media device. Although Apple CEO Steve Jobs has promised better and wider support for iTunes Extras and the related iTunes LP format on the new Apple TV. ●

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MacFormat readers share their beloved Mac setups

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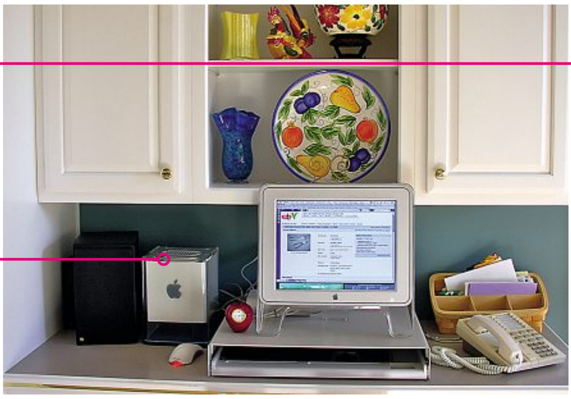
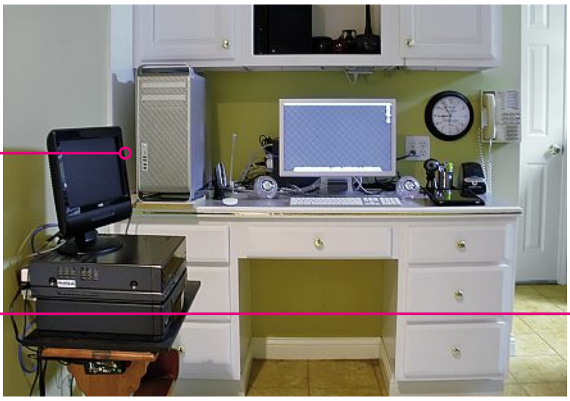
Retro hardware
Long-time Mac users will remember some of this gear – an ImageWriter II and an Apple IIGS.

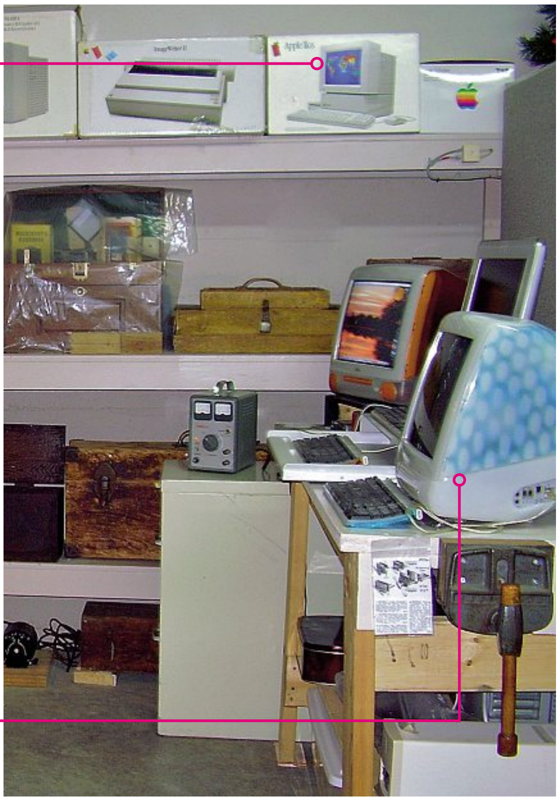
Power Mac G4 Cube
One of the most iconic and elegant Macs ever made, the Cube has many fans.

Mac Pro 2.8GHz Quad-Core Xeon
The Cube's fine for email, but for serious stuff, nothing beats the Mac Pro.

Blue Dalmatian iMac G3 500MHz
Not content with single-colour iMacs, Apple dabbled briefly with wackier looks.







»PROFILE

Name: Bill Becker
Occupation: Retired
Been using a Mac for: Nine years
Favourite hardware: Mac Pro
Favourite software: Final Cut Express

Bill Becker isn't one to throw old kit away, as these pictures prove. His house is literally stacked to the rafters with Mac gear, ranging from a flashy new Mac Pro to a classic G4 Cube. And for some truly vintage kit, have a look on the shelves at the back – there's an ImageWriter II (remember them?), Apple IIGS and an early colour monitor to the left.

Retiree Bill was converted to the world of the Mac nine years ago, when a brightly coloured iMac caught his eye on eBay. And like so many others, he's never looked back.

"I gradually became frustrated with my PC's tendency to crash or lock up," he says. "Many of my friends were using Macs and said I couldn't go wrong. I immediately fell in love with the Mac and a few years later, I upgraded to get myself a Power Mac G4 Quicksilver."

> *"The Cube's the most beautiful computer I've seen, suspended in a stunning crystal-clear enclosure"*

His favourite piece of hardware, however, is the G4 Cube. The stunning compact design won it many admirers, among them, Bill's wife Margo.

"It's the most beautiful computer I've ever seen, suspended in a stunning crystal-clear enclosure," she enthuses of the Mac that now adorns their kitchen worktop.

While the Cube's performance will seem slow compared to newer Apple gear, it's still a decent machine for browsing the web and sending emails from, and that's precisely how the Beckers use it.

But Bill's use of Macs doesn't stop there. He's a big multimedia fan, and enjoys working with *Final Cut Express*. "It gives me so many creative options. I get a great deal of pleasure from designing on my Mac. I find putting together a movie or slideshow is a snap. My Facebook friends look forward to my latest creation. I love how the Mac system enables me to post notes and photos to Facebook quickly and easily."

His multimedia work has since expanded – his Mac Pro is hooked up to an array of video-playing and conversion kit, meaning he can do a whole host of video work on his setup.

He also has his Macs linked up to a music system, which covers his whole house and beyond, so that he can enjoy the tracks in his *iTunes* library when he's relaxing outside in his back garden. ●

Win! An 11-inch MacBook Air and Scrivener 2!

We have five copies of the Mac's leading writer's app to give away

Scrivener has long been the best long-form writing tool on the Mac, and *Scrivener 2* takes it to a whole new level. Unlike most word processors, *Scrivener* is designed with writers in mind. Don't expect *Microsoft Word* or *Pages*-style desktop publishing elements here. Instead, it brings you powerful tools for putting together large projects like essays and scripts, or even novels. *Scrivener 2* is packed with amazing features to aid your research, such as an outline and corkboard, both of which impressed in our review back in *MF229*.

Scrivener 2 sells for the bargain price of £30, but thanks to publisher Literature and Latte, we've got five copies to give away. One lucky winner bags a copy of *Scrivener 2* and a brand-new 11-inch MacBook Air, with a 1.4GHz Intel Core 2 Duo processor and 64GB of flash memory. Four runners-up get a copy of *Scrivener 2*.

The Question

To stand a chance of winning one of these superb prizes, just answer the following simple question:

Who designed Scrivener 2?

A) Bill Gates

B) Keith Blount

C) Steve Jobs

HOW TO ENTER

- To enter, text SCRIV, followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at **www.macformat.co.uk** and click on the **Competition** link.
- By sending your entry, you agree to these competition rules and you confirm you are happy to receive details of future offers and promotions from Future Publishing Limited and carefully selected third parties.
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READ OUR REVIEW

Read our review in issue 229, where *Scrivener 2* scored an impressive five out of five. If you missed the mag, turn to page 99 to order a back issue or read our review at **www.techradar.com/913378**. For more on *Scrivener 2*, visit the Literature and Latte website at **www.literatureandlatte.com**.

Literature & Latte

MacBook Air
Done
Revised Draft
First Draft

Apple's brand new 11-inch MacBook Air is the perfect portable Mac.

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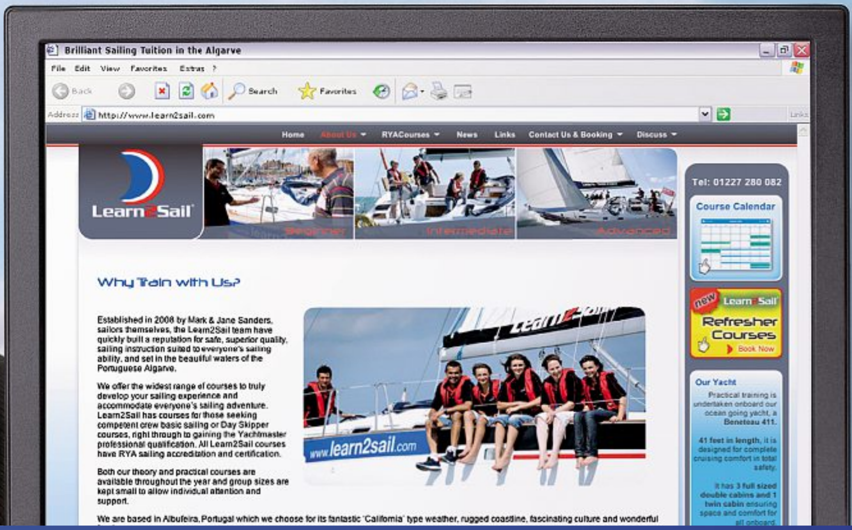
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Interview: Graham Barlow

I use my Mac for Writing TV themes

We talk to musician Dan McGrath about using Macs to write music for the stars

»PROFILE

Name: Dan McGrath
Occupation: 'Media producer', according to my car insurance
URL: cannonstudios.co.uk
Systems: Mac Pro, Intel Quad-Core 2x 2.26GHz with 14GB RAM, Mac Pro G5 2GHz with 8GB RAM, 15-inch MacBook Pro 2.66GHz

MacFormat: Tell us a little about what you do for a living.
Daniel McGrath: I co-write television themes and produce music with Josh Phillips.

MF: What soundtracks will people most likely know you guys from?
DM: *Strictly Come Dancing, Alan Carr, Hairy Bikers, Shooting Stars, Friday Night with Jonathan Ross*, and the BBC/Lloyd Webber star-search shows: *How Do You Solve A Problem Like Maria?, Over The Rainbow, Any Dream Will Do, I'd Do Anything*. Also, *Secret Policeman's Ball* and *TMi*.

MF: What were your favourite shows to be involved with?
DM: As composers, Josh and I are obviously proud of writing the theme to *Strictly Come Dancing*. I seem to remember when we won the pitch chucking the headphones on the floor and going to the local for a celebratory drink.

MF: How does the Mac system you currently own compare with the system you started with?
DM: I loved OS 9.2. I remember when I made the jump to OS X. It was like saying goodbye to a reliable friend (I need to get out more). Josh and I wrote the theme to *Strictly* on my old G4 733MHz (still here under the desk) using Apple's *Logic 6*, I think (it was mid-2004).

These days I run a Mac Pro Quad-Core desktop. I've married that up with an Apogee Ensemble, which sonically blew me away when I turned it on and played *Superior Drummer* through it! I use a combination of a 'Logic' keyboard and my Euphonix MC Control & Mix to drive *Logic Pro*. I've also got the old G5, which has files on it – I still haven't got round to dropping them across. I use it to record *Skype* output for a podcast I present.

To be honest, I think the big changes between the old systems and the new have happened gradually and intuitively. For Josh and I, we still work very traditionally, and our track count is still fundamentally the same as it's always been (drums, bass, guitars, synth and so on) so faster processors and cheap RAM mean my machine at the moment is settled, slick and more than suitable for my needs.

MF: What pieces of Mac software do you use?
DM: Apart from my life being held together digitally by *iCal, iTunes* and MobileMe: *Bento* (to remember all my login details), *iWeb* (to maintain a web presence, although I'd love to see some more 'pro' development of it), *Pixelmator* (to edit images – cool nerds use *Photoshop*), *djay* (I am available for parties) and *Logic Pro* (to pay the bills). Occasionally I use *GarageBand* if I need to cut a loop together or edit a podcast on the road, but I still tend to use *Logic* whenever I'm away from the studio.

MF: Do you find your Mac helps you to be creative?
DM: Josh and I were asked to pitch for a show recently and he was on tour, so he sent me an idea from his iPad on a train somewhere in the US! So, yes, it actively encourages it.

Also, in those brief moments of spare time, I still look to my Mac for entertainment, stimulation and inspiration. My wife couldn't understand how I could sit at my laptop for so long, until she got an iPad… Although, she tends to be more creative with the credit cards! ●

Dan and Josh hard at work in their production studio… waiting for the muse.

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Gadgets

The hottest kit on the horizon.
Here's what Apple is up against...

► NVIDIA Quadro 4000 for Mac

£799 **http://bit.ly/aVz7FK**

What is it? Got a Mac Pro? Lucky you! This powerful NVIDIA graphics card could make your high-end Mac even faster. Delivering enhanced graphics performance across a wide range of video, design and animation applications, the Quadro 4000 for Mac dramatically accelerates apps such as *Adobe Premier Pro CS5, Photoshop CS5, DaVinci Resolve, Autodesk AutoCAD* and more.

When's it due? Buy it now, from the Apple store.

Why are we excited? How much power is too much power? The Mac Pro is a force to be reckoned with even without this hefty graphics card upgrade, but a little more under-the-hood wellie is always welcome.

▲ LunaTik Multi-Touch Watch Kit

$70 (£45) **www.lunatik.com**

What is it? Is this the ultimate watch strap for the iPod nano? Forged from aerospace-grade aluminium and machined into its final form, it securely encases your nano without detracting from its style. The strap is made from high-grade silicone rubber, so it won't break easily. If you want a strap that lets you snap your nano in and out more easily, there's the TikTok for $35 (£23).

When's it due? Should be ready now.

Why are we excited? A watch strap for the latest iPod nano was inevitable, but no one has done it with the style and panache offered by the LunaTik. Given the quality, its price is very reasonable too.

▼ Blackbox Notebook Sleeves

$129 (£85) **www.blackboxcase.com**

What is it? Available for the latest 13-inch and 15-inch MacBook Pros, Blackbox Notebook Sleeves are made from solid oak. They're very strong, but also very light, weighing only 1.5 pounds. Make sure it fits your particular model of MacBook Pro before ordering, though.

When's it due? Available online now.

Why are we excited? It's a really classy way to keep your notebook safe. Put together with real craftsmanship, these hardwood cases are as gorgeous as your MacBook Pro.

BANG & OLUFSEN
Now Playing

▲ Bang & Olufsen BeoSound 8

£999 www.bang-olufsen.com/beosound8

What is it? This stylish speaker dock is strictly for connoisseurs. And very rich connoisseurs, at that. Bang & Olufsen's BeoSound 8 features conical speakers designed with two functions in mind. Aesthetically, they reduce backward bulk and make it easy to place the unit almost anywhere; acoustically, they eliminate standing waves by avoiding parallel surfaces. The BeoSound 8 can be had in black or white, and its fabric covers come in a range of colours.

When's it due? Grab a set now.

Why are we excited? It looks great; the perfect speaker dock for a contemporary living space. And it's compatible with most recent iOS devices.

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easyshare touch
5X WIDE
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28mm WIDE - 140mm (Equivalent)

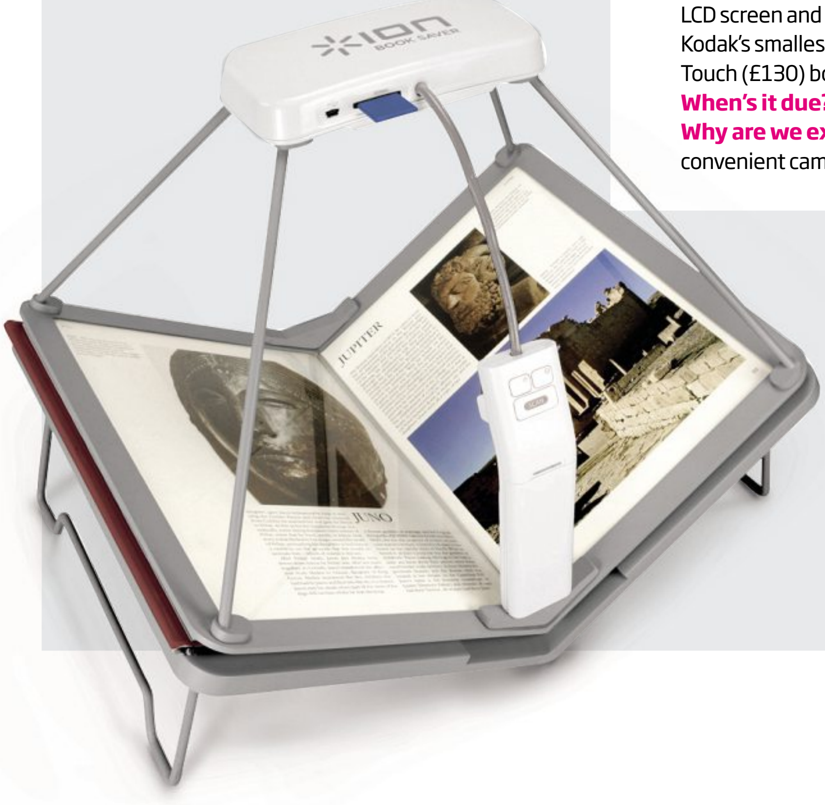
▲ Kodak Easyshare Cameras

From £60 www.kodak.com

What is it? These new Kodak cameras make it easy to upload your snaps and vids to social networking sites like Facebook, Flickr, Twitter and YouTube. The cheapest in the range, the £60, 12-megapixel Easyshare Sport has a 2.4-inch LCD screen and is waterproof to a depth of 10 feet. The EasyShare Mini (£80) is Kodak's smallest camera yet, but still packs a 2.5-inch screen, and the Easyshare Touch (£130) boasts 14 megapixels, a 5x optical zoom and 720p HD video.

When's it due? Due out by the time you read this.

Why are we excited? The Easyshare range could prove to be the most convenient cameras ever – powerful with smart uploading capabilities.



◄ ION Book Saver

£TBA www.ionaudio.com/booksaver

What is it? Book Saver could do for your books what ION's range of USB turntables did for your record collection: digitise them for use on your Mac or iOS device. The cradle holds the pages flat while its twin cameras snap two pages at once, saving the results to an SD card. We're told it can handle two pages a second.

When's it due? Expect it around April.

Why are we excited? It seems a great way of preserving irreplaceable books or digitising your magazine collection to save space. But would you use it? It could be an invaluable part of your digital lifestyle – or just become the computing equivalent of a neglected old exercise bike.

Feedback

>> CONTACT US

Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: **macformat@futurenet.com**

Let us know what you think about your Mac, MacFormat and everything Apple

Mac booklets

I have just received a copy of your latest magazine (Feb 2011) and I am now extremely tempted to buy *Scrivener*.

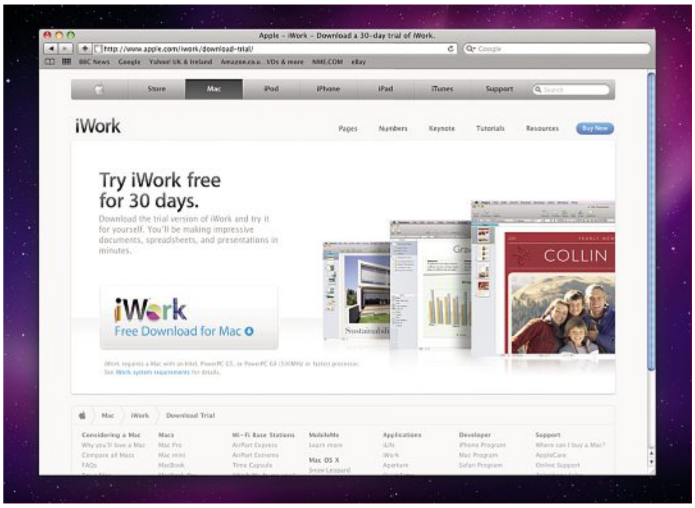
However, before I actually do, is there an equivalent of *MS Publisher* available for my Mac? Or is there a way I can print my *Word* documents (I have *MS Office for Mac 2011*) in booklet form?

Hugh Montgomerie

MacFormat replies: The equivalent of *MS Publisher for Mac* is really Apple's *Pages* (which you can buy for just £12 from the Mac App Store). There should also be a 30-day trial on your Mac, but if not you can download it from: www.apple.com/iwork/download-trial.

Saying that, you could probably get *Word* to print a booklet though. We haven't actually tried these out, but a quick search of the net revealed a few booklet templates specifically for *Word* – try here: http://rickyspears.com/blog/2005/05/booklet-templates.

Hope that helps you out !



Get your 30-day free trial of iWork by heading over to the Apple website.

Security issue

I recently had my MacBook Pro running Snow Leopard stolen, and also my iPod classic.

I have a 13-character password to open my MacBook, and was wondering if someone can get around this and access my files? Is it possible to fit the hard drive to another computer and read it?

I have tried asking Apple but they didn't seem to understand the question. Am writing this on the only device I have left – my trusty iPhone 4.

Ian Spalding

MacFormat replies: We're sorry to hear you've had your laptop stolen, Ian. There are a couple of aspects to your question. Did you have *FileVault* enabled on your account? That way, even if someone does take the hard disk out of your Mac, the information on it is gobbledegook ("encrypted") and they won't be able to read it.

However, even if it's encrypted with *FileVault*, they could still in theory crack your password, using

>> STAR LETTER / Apple niggles

I love my Apple products and I am a complete fanboy – however there are a couple of niggles that I would love to have changed in 2011.

Number one is wireless sync between *iTunes* and my iOS devices. If my first generation Apple TV can wirelessly sync with my MacBook Pro, why can't my iPad and my iPhone? I hate leads that I always need to untangle!

Number two, why can't the Mac mini have the same ability as my first generation Apple TV and start playing films as soon as it has buffered sufficiently, rather than having to wait for the whole film to download? If they sort this then I will be buying a Mac mini straight away and using it as my media hub.

Really enjoy the magazine – interestingly I prefer the paper magazine rather than reading it on the iPad – however I can't imagine going back to reading a paper book.

Mark Beach

MacFormat replies: We're glad you're enjoying the mag, whatever format you read it in! Also, we agree with you about wireless syncing between iTunes and iPads, iPhones and iPods. Let's hope that Apple implement this in 2011, because it's definitely a feature that lots of people have been waiting for, for a very long time.

However, it's easy to miss, but you can start watching a movie rental while it's downloading on any Mac. Simply right-click on the download and choose Play.

>> STAR LETTER

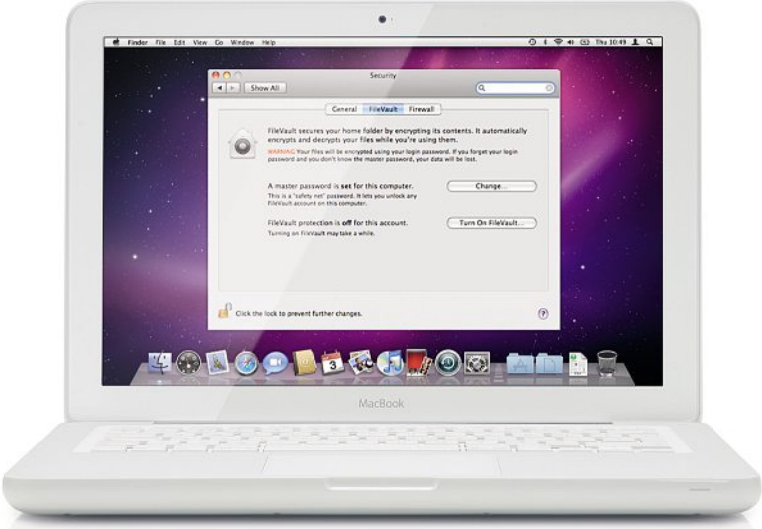
Email all your letters to us at **macformat@futurenet.com** If yours gets picked as the MacFormat Star Letter, you'll be sent a fantastic EyeTV Hybrid. It comes with analog and digital tuners, so you can use it to put TV on your Mac wherever you are in the country!

a brute force attack where they try to guess it. If your password is a word or words that appear in the dictionary, it's much more vulnerable to this kind of attack.

It's also possible for someone to reset the system password on a Mac simply by booting from a Mac OS X disc; again, having applied *FileVault* to at least one account – and, hence, created a master password – would have helped.

If you haven't encrypted your Home folder using *FileVault* (or, better yet, a third party whole-disk encryption system), then yes, I'm afraid it's easy to fit the hard drive in another computer and read its contents.

Sorry we couldn't be more reassuring. If it's any consolation, we imagine most stolen laptops are just quickly wiped and sold on, without anybody actually bothering to read the files that they contain.



FileVault secures your home folder by encrypting its contents. It automatically encrypts and decrypts your files while you're using them.

WARNING: Your files will be encrypted using your login password. If you forget your login password and you don't know the master password, your data will be lost.

A master password is set for this computer.
This is a "safety net" password. It lets you unlock any FileVault account on this computer.

FileVault protection is off for this account.
Turning on FileVault may take a while.

Click the lock to prevent further changes.

If you want to ensure your data is protected from thieves then use File Vault.

Virtually free

I have been wondering for a while why you are such fans of *VMware Fusion* and never mention that there is a very serviceable and free alternative – Sun's *VirtualBox* (http://www.virtualbox.org/wiki/Downloads)?

The latest issue which, as a subscriber, I received this morning does it again; on page 41, '10 apps to get you started'. If you need a virtual machine to 'Get you started with a Mac' then surely a perfectly good free-to-use alternative to *VMWare Fusion's* is a better option? It makes me think that you must have some investment in VMWare!

Before I switched to an iMac about 18 months ago, I used VMWare on PCs, but I used the free VMWare server download, which though serviceable, was very slow and tended to be buggy. When I got the Mac I searched for free alternatives and found the Sun offering. Since then, I've found it to be reliable and much more stable than the VMWare offering.

Admittedly, I only need a Windows machine because I have to use one to connect to my work VPN, so the usage that I put this to is not that extreme. But it has never let me down, unlike VMWare, and is a creditable alternative to those paid options.

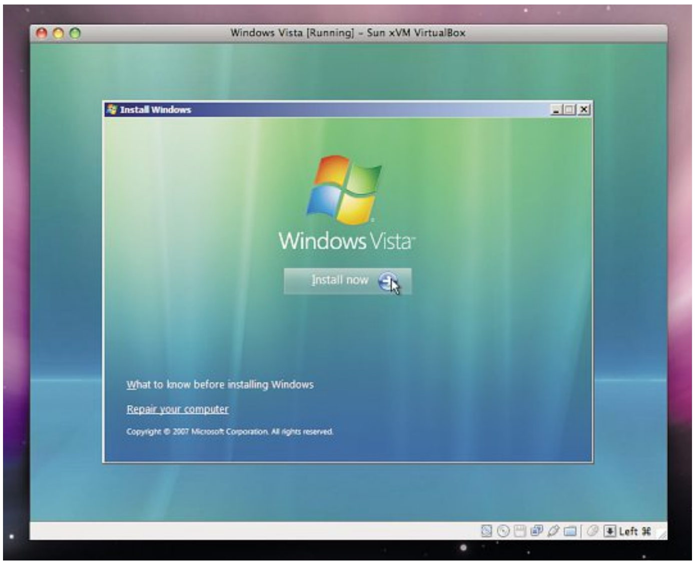
I only hope that now Oracle has control of the Sun stable it will continue to support *VirtualBox*, and I'm sure this would be more likely were the mass market media, such as yourselves, to make people more aware of its existence and to extol its virtues.

Damon Jebb

MacFormat replies: Well, to be fair we also give *Parallels Desktop* – which is the other contender to the virtualisation crown on the Mac – as much coverage as *Fusion*.

Both products offer a great service and frequently add new options in each new version, and you're absolutely correct when you say there is also a free option in the form of Sun's *VirtualBox*. However, you're incorrect when you state that we've ignored it – we ran a two-page tutorial on it in Issue 200 (this is viewable for *MacFormat* subscribers in our PDF archive on our website). Issue 200 was released back in 2008 though, so you could be right by saying it's time that we revisited the subject!

Also, don't miss our cover feature on great free apps for your Mac this issue, starting on page 32.


Windows Vista [Running] - Sun xVM VirtualBox
Install Windows
Windows Vista
Install now
What to know before installing Windows
Repair your computer
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Left ⌘

If you need to run Windows on your Mac then VirtualBox is a good free option.

Twitter @#! talk

From the Twittersphere

We asked:
Your first impressions of the Mac App Store?

@supersrsly
"There are some really nice price cuts. Aperture is more than £100 cheaper! It would be nice if some of the bigger apps were added though."

@BA22A
"I love the Mac App Store. It's so simple and easy to use. Better yet, this could be a massive step for Mac games. Bring it on!"

@TheTechBox
"I think that it is a great way to buy apps! It's so simple, You just click 'Buy' and it downloads straight into your dock!"

@grggunner
"There's some streamlining to the general software install process. DMGs are cumbersome but need to remain an option though."

@darconuk
"App store is little more than widgets you have to pay for! In fact, they reveal the flakey nature of apps without an iOS device."

@keithellis
"Love the Mac App Store, I can now update to iMovie 11 for £8.99 to use on both my Macs. It's far cheaper than iLife '11 Family pack."

@RobbieFERoss
"Love the Twitter app and Aperture for £45. And it's easy to use."

You can find out what we're up to each month by following the team at Twitter.com/MacFormat

PDF goodness

After reading the letter in Issue 230 from Craig Miller regarding a digital copy of *MacFormat,* I duly went to the download page as you described, entered my subscription number and surname to get to the download page.

When I started searching, I only expected to find available the issues I had bought since my subscription started. But to my absolute surprise, I found issues going back all the way to Issue 200! This is just to say thank you very much for that, I am extremely impressed that you allow subscribers to download issues going back this far – especially seeing that I only starred my subscription at Issue 229. This is very trustworthy of you!

Michael Winn

MacFormat replies: Having a searchable index of old issues of *MacFormat* is something which a lot of our readers have wanted us to do for a long time now. And while the PDFS don't actually go back beyond Issue 200, there is still a healthy amount of *MacFormats* to look through as PDF files.

Also, let's not forget that the PDF files are viewable on an iPad using *iBooks*, should you wish to read *MacFormat* that way.

Library
Downloading... 82%
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MacFormat investigates
INVESTIGATES
STEVE JOBS
LONELY HEARTS
CLUB BAND
6 MONTHS FREE!
20
21
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23
24
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29

How Apple became bigger than the Beatles

Apple is the biggest thing in music – bigger even than The Beatles. We discover how Apple became the music industry's best friend as well as its worst nightmare

"While Macs were – and are – a common sight in recording studios, digital downloads owe their success to PC programs"

The long, winding road

Day ripper

You can also purchase a subscription to MacFormat digitally using the Zinio app if you want to read it on your iPad.

Tasks in hand

Thank you Susie Ochs! (*MacFormat* February 2011). I enjoy using my iMac, Macbook and iPhone, especially with all of the software you can get for these great products, but I've never felt comfortable with the task management programmes such as *Things* or *OmniFocus*. They're great pieces of software, but at the end of the day, when making a to-do list, I always end up reverting to pen and paper!

Thank you Susie, for giving me permission to not feel guilty about not using my Apple products for everything. It's not that *Things* and *OmniFocus* aren't great products – they are – but when it comes to crossing off something from my to-do list, nothing gives me greater satisfaction than picking up a pen and completely obliterating it from the page! Somehow, clicking a mouse button to insert a tick into a checkbox just doesn't do it for me. I've tried using these programmes, but Susie's column gave me permission not to use my Macs for everything. What she said was right. Select the tools that work for you and use those effectively. So, although, 'write letter to *MacFormat*' was handwritten on my paper-based to-do list, this letter was written using Apple *Mail* and sent from my iPhone, because that's what works for me!

Simon Whaley

MacFormat replies: And quite right too, Simon. With so many digital options at our fingertips it's sometimes easy to forget the simple things in life! ●

APPLE EVENTS / What's going on?

2
MARCH

MACFORMAT

Issue 232, 2 March

Everything Apple inside the best UK Mac magazine. Don't miss the next issue.

CeBIT, Hannover, Germany

1-5 March 2011

Europe's largest technology show is a feast of electronic trickery for consumer and business users.

FOCUS ON IMAGING, Birmingham, NEC

6-9 March 2011

This is regarded as Europe's most important event aimed at professional photographers, image processors, manufacturers or photo-skill-seekers.

NSCONFERENCE, near Reading

21-23 March 2011

Some fantastic sessions from the world's leading Mac and iOS developers with keynotes, tech sessions and much more.

MUSIKMESSE, FRANKFURT

6-9 April 2011

Musickmesse is one of the world's leading events for music creation, recording, production and more.

NAB, Las Vegas

9-14 April, 2011

Highly regarded as the world's leading digital media event for video, audio and entertainment professionals. This is always an essential date in Apple's diary.

WWDC, San Francisco

June, 2011

Apple's annual developer jamboree hasn't been announced but this year promises to be something else, especially with OS X Lion prowling among the iOS developers. We will keep you posted on the date.

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Words: Peter Cohen **Illustration:** Chris Hedley

MacFormat investigates

The dawn of the Mac App Store

Following the success of the iOS App Store, Apple unveils its OS X equivalent. But is it Mac app development's greatest hope... or threat?

January 2011 marked the dawn of a new age for Mac users: the introduction of Apple's Mac App Store. Available initially in beta form for Snow Leopard users, the Mac App Store will become standard issue on all shipping Macs when Mac OS X Lion arrives later this year. As a conduit for third-party software developed for the Mac, Apple's Mac App Store represents a tremendous opportunity for some developers, and a serious dilemma for others.

Many developers are thrilled with the prospect of reaching new customers through the Mac App Store. Essentially, what it brings to the table is a new distribution system for delivering a broad range of Apple-blessed software into the hands of willing customers in the easiest possible way. It's a maintenance-free system that many developers who have iOS app experience are already familiar with.

Take Brian Greenstone. He's president of Pangea Software, an independent Mac game developer, whose roots go back to the early, 'classic' days of Mac OS. "We're putting out all of our Intel-compatible OS X applications," he says.

Pangea saw tremendous success by releasing its stable of games in iOS form when the iOS App Store hit the scene. But Greenstone's not counting on lightning striking twice with the release of the Mac App Store.

Tempered expectations

"I certainly don't expect a repeat of 2008," says Greenstone. "That caught everyone off guard, but this time people are ready, and there will be much more competition from the start. I do expect this to boost our Mac game sales to levels that we haven't seen in many, many years. It should be a very nice boost for us."

»

Finder
Edit
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Categories
Purchases
Updates
KID PIX 3D
tools for big imaginations!
DELICIOUS LIBRARY 2
Pixelmator
iWork
New & Noteworthy
See All
Angry Birds
Precipice of Darkness
FotoMagico 3 Home
Clarus
Blush
Reflow
Bejeweled® 3
Dress Assistant
Alfred
Chopper 2
MindNode for Mac
Money3
Quick Links
Sign In
Account
Redeem
Support
All Categories
iLife '11
iWork
Top Paid
See All
1. Angry Birds
2. Chopper 2
MacBook Pro

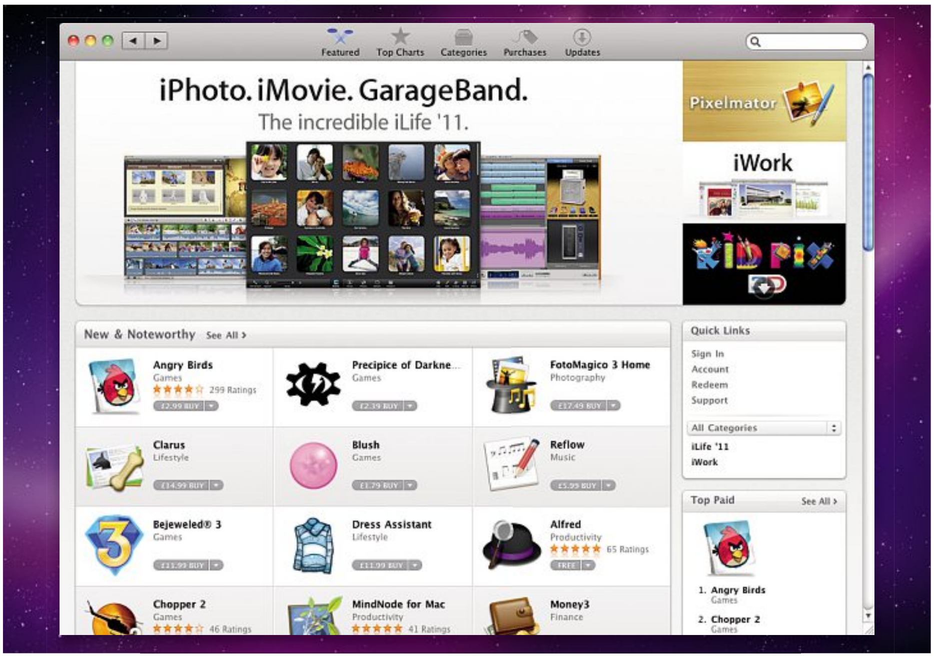
Daniel Jalkut is another developer looking forward to putting his software on the App Store. His company, Red Sweater Software, makes utilities such as *MarsEdit*, a popular blogging application, *Black Ink*, a crossword puzzle app, and others.

"I do plan to release most of my apps on the Mac App Store, provided Apple is willing to approve them," says Jalkut. "The store is the biggest opportunity we've ever had, especially us small-time indie developers, to grow our market and reach the millions of new customers Apple is bringing to the platform."

Trusted source

Bare Bones Software will also be publishing through the Mac App Store. The makers of *BBEdit* and *Yojimbo* see the Mac App Store as a new, important way of reaching customers.

"First, the Mac App Store represents a 'trusted source' market for our products," explains Bare Bones founder Rich Siegel. "A potential customer who sees our app in the Mac App Store may be more likely to purchase it than if they'd come across it on our website. Second, it's much easier to ensure customers have the latest available software, because it essentially integrates our products into the official Mac OS X 'Software Update' mechanics (which is something developers have been desiring for a very long time now)."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Categories
Purchases
Updates
iPhoto. iMovie. GarageBand.
The incredible iLife '11.
Pixelmator
iWork
Kid Pix
New & Noteworthy
See All
Angry Birds
Precipice of Darkne...
FotoMagico 3 Home
Clarus
Blush
Reflow
Bejeweled® 3
Dress Assistant
Alfred
Chopper 2
MindNode for Mac
Money3
Quick Links
Sign In
Account
Redeem
Support
All Categories
iLife '11
iWork
Top Paid
1. Angry Birds
2. Chopper 2

Apple's OS-integrated Mac App Store enables you to purchase apps using an account tied to your registered Apple ID.

Mariner Software plans to launch six titles on the Mac App Store, according to its President, Michael Wray: "In a nutshell, I guess you could say we are 'optimistically enthusiastic yet slightly unclear' when it comes to the workings of the Mac App Store."

One telling observation is that none of the developers we talk to are ready to publish software exclusively through the App Store. For these experienced Mac developers, the Mac App Store is another way of reaching customers, but not the only one.

"For now, we're treating the Mac App Store as an additional sales channel, because we still offer direct services (upgrade pricing, educational discounts, quantity pricing, site licenses and such) that aren't available from the Mac App Store; and many of our customers are accustomed to dealing directly with developers and prefer to continue to do so," says Siegel. "I can't say whether the Mac App Store will evolve into an exclusive sales channel for us, or not – it's too soon to tell at this point."

Wray agrees. "We are looking at the Mac App Store as another domestic reseller channel. We have products in the retail stores, we have direct sales, we have domestic and international distribution, and in 2011, an affiliate network. The Mac App Store is just another arm for us to promote our products to the masses."

Apple's revenue share with Mac App Store developers is the same as its iOS App Store – 70% goes to developers, 30% goes to Apple.

> *"You could say we're 'optimistically enthusiastic yet slightly unclear' when it comes to the workings of the store"*
>
> **Michael Wray, President of Mariner Software**

>> ONLINE OUTLETS / Going head to head with the Mac App Store

For Macgamestore.com, the Mac App Store is direct competition. Macgamestore.com is an online store that sells downloadable and packaged games for Mac OS X.

"Not only are we going to be competing against Apple, we're going to be competing against the very same developers and publishers we work with," says Tuncer Deniz, Macgamestore.com founder. "There's no doubt that the Mac App Store will affect us, but to what degree, we just don't know yet. Ask me again in a year."

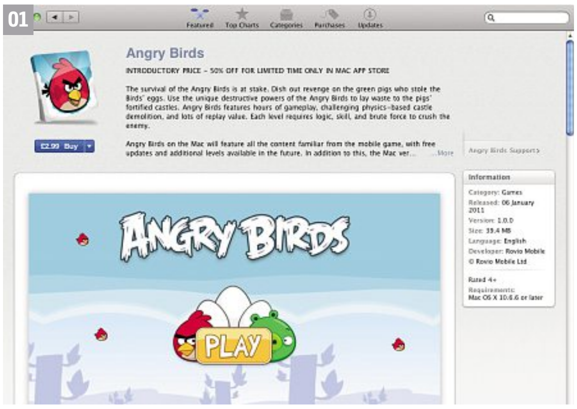
Apple imposes numerous restrictions on developers looking to distribute software through the Mac App Store. Some of these restrictions directly affect users, as well – there will be no ability at launch to download a demo version of software, for example. Not surprisingly Deniz sees these restrictions as a key differentiator for Macgamestore.com.

"We also offer a money-back guarantee on all our titles," Deniz adds. "Other factors such as great customer service, the ability to bring games faster to the market, and support for virtually every kind of DRM (Digital Rights Management), including Steam, will help us to meaningfully differentiate ourselves from the Mac App Store."

Mac Game Store
Digital Downloads
Boxed Games
Online Games
Millionaire Manor
Millionaire Manor: The Hidden Object Show 3
$9.95
New Arrivals
Pre-Orders
Top 10 Bestsellers
Borderlands

Will other stores still be relevant in the age of the Mac App Store?

01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Top Charts
Categories
Purchases
Updates
£2.99 Buy
Angry Birds Support
...More

Angry Birds

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The survival of the Angry Birds is at stake. Dish out revenge on the green pigs who stole the Birds' eggs. Use the unique destructive powers of the Angry Birds to lay waste to the pigs' fortified castles. Angry Birds features hours of gameplay, challenging physics-based castle demolition, and lots of replay value. Each level requires logic, skill, and brute force to crush the enemy.

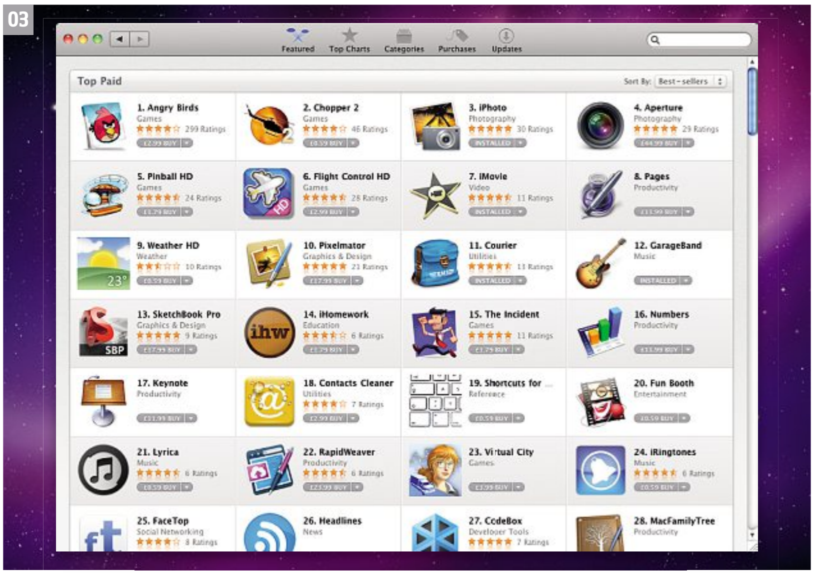
Angry Birds on the Mac will feature all the content familiar from the mobile game, with free updates and additional levels available in the future. In addition to this, the Mac ver...

Information

Category: Games
Released: 06 January 2011
Version: 1.0.0
Size: 33.4 MB
Language: English
Developer: Rovio Mobile
© Rovio Mobile Ltd

Rated 4+
Requirements:
Mac OS X 10.6.6 or later

03


Featured
Top Charts
Categories
Purchases
Updates
Top Paid
Sort By: Best-sellers
1. Angry Birds
Games
299 Ratings
2. Chopper 2
Games
46 Ratings
3. iPhoto
Photography
30 Ratings
INSTALLED
4. Aperture
Photography
29 Ratings
5. Pinball HD
Games
24 Ratings
6. Flight Control HD
Games
28 Ratings
7. iMovie
Video
11 Ratings
INSTALLED
8. Pages
Productivity
9. Weather HD
Weather
10 Ratings
10. Pixelmator
Graphics & Design
21 Ratings
11. Courier
Utilities
13 Ratings
INSTALLED
12. GarageBand
Music
INSTALLED
13. SketchBook Pro
Graphics & Design
9 Ratings
14. iHomework
Education
6 Ratings
15. The Incident
Games
11 Ratings
16. Numbers
Productivity
17. Keynote
Productivity
18. Contacts Cleaner
Utilities
7 Ratings
19. Shortcuts for ...
Reference
20. Fun Booth
Entertainment
21. Lyrica
Music
6 Ratings
22. RapidWeaver
Productivity
6 Ratings
23. Virtual City
Games
24. iRingtones
Music
6 Ratings
25. FaceTop
Social Networking
8 Ratings
26. Headlines
News
27. CodeBox
Developer Tools
7 Ratings
28. MacFamilyTree
Productivity

02

04

[01] Games that are a hit on the iOS App Store are already appearing at the top of the Mac Store charts.

[02] Apple is also offering standalone apps previously restricted to suite packages, such as GarageBand '11.

[03] Just as with the iOS App Store, users can rate apps and write reviews to appear alongside them.

[04] With over 1 million downloads in its first day, the Mac App Store is already a huge success.

That's an awful big nut for Apple, say some developers, compared to what they're paying now to payment processing companies.

"Some developers may have such a strong investment in technologies that Apple doesn't approve of, or have such a mighty independent marketing operation, that it would be foolish to share 30% with Apple to give up complete control over their products," says Jalkut.

Too big a cut?

One of those developers is Shirt Pocket's David Nanian. "Payment processors such as PayPal and Square charge far, far less than 30%, and even 'storefront' providers like eSellerate – which handles all aspects of the purchasing process, including an integrated store, download hosting, customer support, fraud prevention, and so on – charge more along the lines of 10%."

Rogue Amoeba CEO Paul Kafasis agrees: "A developer has to do a lot more work providing more features, more functionality. Apple, on the other hand, does no extra work selling a more expensive application, yet their cut (in raw numbers) gets much larger."

Kafasis notes that some of his colleagues think the Mac App Store will provide invaluable marketing exposure for their products. But Kafasis doesn't expect that great Mac apps will rise to the top simply because they're good products.

"I have to wonder if they've actually paid attention to the iOS App Store. There are a few big winners of course, but there are many, many apps that hover near zero in terms of sales," says Kafasis.

Wray of Mariner Software, whose products are also sold on retail shelves, takes a different perspective." The Mac App Store revenue model is consistent with margins any reseller would receive, so I don't think [Apple's] percentage is outlandish or lopsided," he says. "The reality is that Apple is in the business to make money. And while it certainly has a few bucks in the bank and is currently riding an impressive wave of momentum, it still needs initiatives like this to continually succeed when it comes to a return on its investment."

"Do developers end up getting less per unit for products sold through the Mac App Store than they do by handling their own payment processing and electronic delivery? Certainly," admits Siegel. "Will the Mac App Store bring enough additional sales to compensate for the difference? I hope and expect so."

Ownership issues

By putting itself between the customer and the developer, the Mac App Store creates an artificial, Apple-controlled barrier that Shirt Pocket's Nanian is also uncomfortable with. "Apple very clearly considers the customers to be 'theirs,'" Nanian says. "You don't get any information about them. In fact, while the customer can post reviews about your software on your store page, you can't respond to those reviews, either online or offline, because there's no way to contact those users."

Bare Bones' Siegel echoes Nanian's sentiments about the difficulty of building customer relationships in the event of using Apple's store exclusively. "The Mac App Store mechanics are such that we won't actually know who our customers are unless they reach out to us via other means. This makes it much more difficult to build enduring customer relationships, which are part of Bare Bones' stock in trade."

"I expect a boost of Mac game sales to levels that we haven't seen in many years. It should be a nice boost for us"

Brian Greenstone, President of Pangea Software

»

Wray is concerned about how removing direct contact with Mac App Store customers will affect issues such as major upgrades. "I have a suspicion this method might cause more confusion than [Apple] are expecting," he says. "There are a lot of these logistical kinds of questions that I'm sure will be answered pretty quickly. At least I hope so… for everyone's sake."

"Does the sacrifice being asked of developers, in money and freedom, justify the benefit we receive?" asks Jalkut. "I believe the answer for most developers is 'yes'."

Who is the Mac App Store for?

Experienced Mac users know where to find software: there's a thriving ecosystem of mail-order companies, download services and brick-and-mortar retail shops that offer Mac applications and utilities, not to mention Apple's own burgeoning network of retail stores.

"On mobile, prior to the iOS App Store, things were an utter mess. On Mac OS X, there's been a thriving ecosystem of third-party developers for a decade," says Kafasis.

New Mac users are a different story, however. With half of all Mac buyers completely new to the platform, many new Mac users may not be aware of the best places – both on and offline – to buy their software. The question then is: will the Mac App Store be the answer?

Macgamestore.com owner Tuncer Deniz expects that the Mac App Store will be favoured by new users, while veteran Mac owners may find the experience a bit dull. "This will give Apple a huge advantage," he says. "Sound a lot like Microsoft, doesn't it? Experienced users know where to get their software and I would imagine a vanilla-type, restricted store might be a bit too bland for power Mac users," Deniz adds.

Pangea Software plans to make as many games as possible available through the new Mac App Store, such as Nanosaur 2.

Mark Rein's company, Epic Games, doesn't have any products headed to the Mac App Store right away. But it has recently made waves in the iOS App Store with the release of *Infinity Blade*, an action/RPG game based on the Unreal Engine. If history repeats itself with the Mac App Store, Rein thinks it's only a matter of time before the Mac App Store makes a huge mark on the Mac gaming ecosystem.

"It's going to be a catalyst for Mac gaming to come roaring back," Rein predicts. "Granted I don't know how long that will take; it won't be an overnight thing, it'll just take time. Customers will see all the apps in the Mac App Store, and they'll be enthusiastic and more receptive to buying them."

Broad appeal?

Kafasis expects that the Mac App Store's biggest appeal will be to new users. "That said, plenty of experienced Mac users don't know much about buying third-party software either."

Mariner Software's Wray predicts that the Mac App Store will especially appeal to 'switchers' – first-time Mac owners who have exclusively used Windows on their PCs in the past. "To have a one-stop shop to find, buy, install, and update approved Mac software? That will seem like a dream come true compared to the vast and confusing software market they call 'Windows.'"

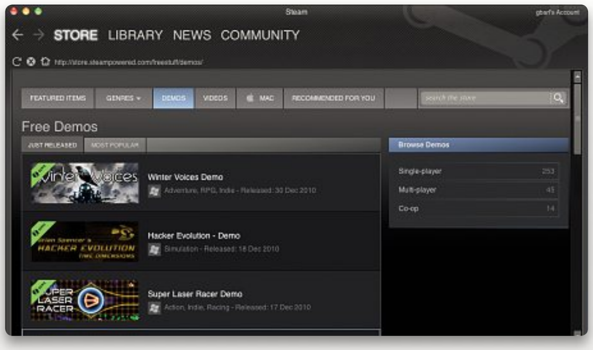
> *"Does the sacrifice being asked of developers justify the benefit we receive? I believe the answer is 'yes'"*
>
> **Daniel Jalkut, founder of Red Sweater Software**

>> DEMO DILEMMA / How to try before you buy?

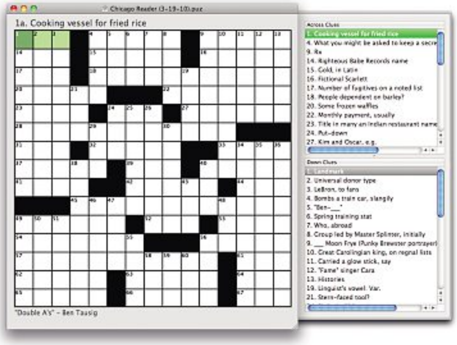
"Demos are the biggest issue to me as both a developer and a customer," says Rogue Amoeba boss Paul Kafasis. "Fortunately, on the Mac, developers at least have the option of offering demos outside the store. That's a hassle, but it's at least possible."

"Demos would be great, sure. As would bulk deals, direct access to customer information, upgrade offers, and the ability to migrate users in and out of the store's licensing system," offers Red Sweater Software owner Daniel Jalkut. "But none of those are show-stoppers: when it comes down to it, if Apple can sell me a bunch of new software and boost my business financially, it's a win for me and my customers."

"'Try before you buy' has long been a requirement for desktop applications," says Bare Bones Software's Rich Siegel. "It would certainly be helpful if the Mac App Store mechanics made it possible to do this, but today they don't. So for the foreseeable future, we'll be making demo versions of all of our Mac App Store titles available for download from our own website, as well."



Unlike Steam, there's no way to download trial versions from the App Store.


Chicago Reader (3-19-10).puz
1a. Cooking vessel for fried rice
"Double A's" – Ben Tausig
Across Clues
Down Clues

1. Cooking vessel for fried rice
4. What you might be asked to keep a secre
9. Rx
14. Righteous Babe Records name
15. Cold, in Latin
16. Fictional Scarlett
17. Number of fugitives on a noted list
18. People dependent on barley?
20. Some frozen waffles
22. Monthly payment, usually
23. Title in many an Indian restaurant name
24. Put-down
27. Kim and Oscar, e.g.

1. Landmark
2. Universal donor type
3. LeBron, to fans
4. Bombs a train car, slangily
5. "Ben-___"
6. Spring training stat
7. Who, abroad
8. Group led by Master Splinter, initially
9. ___ Moon Frye (Punky Brewster portrayer)
10. Great Carolingian king, on regnal lists
11. Carried a glow stick, say
12. 'Fame' singer Cara
13. Histories
19. Linguist's vowel. Var.
21. Stern-faced tool?

The new store is "the biggest opportunity we've had," according to Black Ink's developer, Daniel Jalkut.

"The real appeal is for folks who don't know the first thing about online software shopping, and for whom the blessing of Apple on both the purchasing process and the catalogue of titles, will make it a very safe and comfortable experience," says Red Sweater's Jalkut.

Siegel sees Apple's Mac OS X Download site closure as "a pretty clear signal that existing Mac users will be expected to use the Mac App Store. At the same time, the Mac App Store will be the only means that most new Mac users will know about, so it's clearly intended to pick up a lot of business from new users, as well."

>> NO PRIVILEGES / Apple locks some apps out altogether

Mac software developers, such as Shirt Pocket Software and Rogue Amoeba, aren't able to get their software on the Mac App Store at all. Apple's requirements for software sold through the store prevents their titles from making the list.

"Apps such as *SuperDuper!* that require 'root' privileges to work (you need escalated privileges to be able to back up all the files on your system) aren't allowed in the store," explains David Nanian, owner of Shirt Pocket Software.

Rogue Amoeba makes audio applications for Mac OS X that require system access and use private software Application Programming Interfaces, or APIs, that similarly run afoul of Apple Mac App Store guidelines. Similar iOS App Store restrictions convinced Rogue Amoeba to stop developing for iOS and focus its attention exclusively on Mac apps. "Much of our software is unlikely to be accepted at all, at least barring massive changes and feature cuts," explains Rogue Amoeba CEO Paul Kafasis. "For now, we'd prefer to spend time improving our apps, instead of neutering them for the App Store."

Airfoil
Safari
Computer
Available
iMac – Office
Available
Grandma's PC
Available
Airport Express – Den
Available
Apple TV – Living Room
Available

Apple: some apps need not apply.

> "Apple very clearly considers the customers to be 'theirs'. You don't get any information about them"
>
> **Dave Nanian, founder of Shirt Pocket Software**

Ease of purchase

"It's not exactly difficult to find Mac software as long as you know what you're looking for, but the Mac app store will make things a whole lot easier, and the customer will get immediate gratification," says Pangea's Greenstone.

Greenstone thinks that experienced Mac users may prefer other channels they're more comfortable with, but he's not so quick to discount the sheer convenience of having a way to buy software at your fingertips. "Anyone will tell you it's hard to not buy through *iTunes* when it's just so simple and quick."

Clearly, the majority of Mac developers are very interested to see how well the Mac App Store rollout works, warts and all. And with OS X Lion round the corner, Apple is pressing ahead with its expansion.

"I think what almost everyone needs to accept is the fact that the Mac App Store is a live program," says Wray, "meaning, there will surely be tweaks to how things are done if the demand from customers or developers is strong enough."

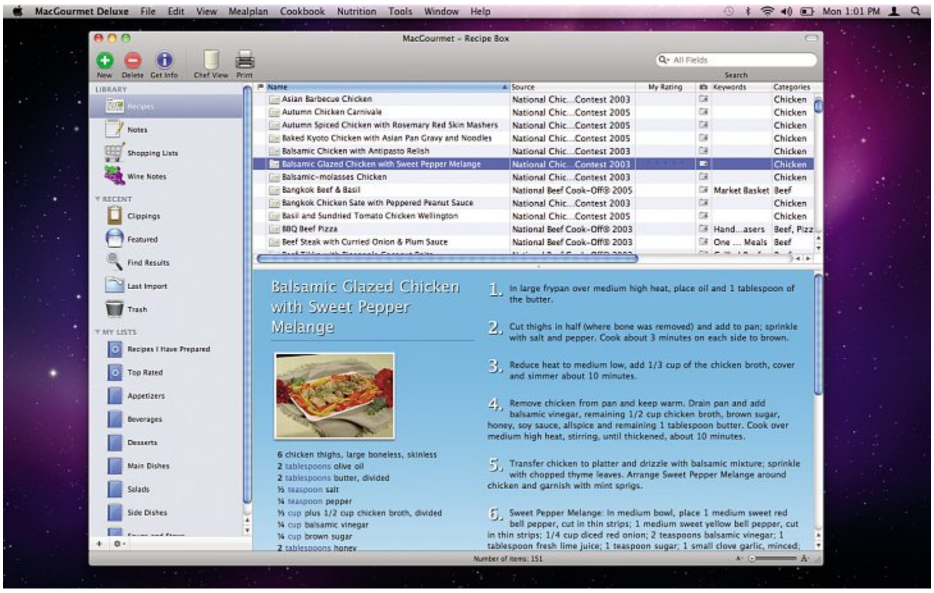
Getting on the Mac App Store is only the first step, says Jalkut. Developers also need to deliver products that are worth buying. "The app store promises incredible benefits of exposure, but that by itself is worthless if you don't have a great sales proposition," he warns.

"It's hard to say how it will change sales expectations in the long term – time will tell," says Greenstone. "It can't hurt, that's for sure, but how much it helps will depend on if prices hold and how much competition there is."

Ballooning market

"The easier it is for users to purchase, the more they will buy," reckons Kafasis. "Couple that with increased access to tens of millions of Mac users, and the Mac App Store can be very good for anyone who's included. As developers, it certainly has our attention, even if it doesn't yet have our applications."

And while Deniz recognizes a formidable opponent in the Mac App Store, he sees opportunity, as well: "We expect to prosper in an environment where more Mac games are available. Trying to figure out how to compete with Apple is the key question. As [American business tycoon] Lee Iacocca once said, 'Lead, follow, or get out of the way.'" ●



Name	Source	My Rating	Keywords	Categories
Asian Barbecue Chicken	National Chic...Contest 2003			Chicken
Autumn Chicken Carnivale	National Chic...Contest 2005			Chicken
Autumn Spiced Chicken with Rosemary Red Skin Mashers	National Chic...Contest 2005			Chicken
Baked Kyoto Chicken with Asian Pan Gravy and Noodles	National Chic...Contest 2005			Chicken
Balsamic Chicken with Antipasto Relish	National Chic...Contest 2003			Chicken
Balsamic Glazed Chicken with Sweet Pepper Melange	National Chic...Contest 2003			Chicken
Balsamic-molasses Chicken	National Chic...Contest 2003			Chicken
Bangkok Beef & Basil	National Beef Cook-Off® 2005		Market Basket	Beef
Bangkok Chicken Sate with Peppered Peanut Sauce	National Chic...Contest 2003			Chicken
Basil and Sundried Tomato Chicken Wellington	National Chic...Contest 2005			Chicken
BBQ Beef Pizza	National Beef Cook-Off® 2003		Hand...asers	Beef, Pizz
Beef Steak with Curried Onion & Plum Sauce	National Beef Cook-Off® 2003		One ... Meals	Beef

Balsamic Glazed Chicken with Sweet Pepper Melange

6 chicken thighs, large boneless, skinless
2 tablespoons olive oil
2 tablespoons butter, divided
⅓ teaspoon salt
¼ teaspoon pepper
⅓ cup plus 1/2 cup chicken broth, divided
¼ cup balsamic vinegar
¼ cup brown sugar
2 tablespoons honey

1. In large frypan over medium high heat, place oil and 1 tablespoon of the butter.
2. Cut thighs in half (where bone was removed) and add to pan; sprinkle with salt and pepper. Cook about 3 minutes on each side to brown.
3. Reduce heat to medium low, add 1/3 cup of the chicken broth, cover and simmer about 10 minutes.
4. Remove chicken from pan and keep warm. Drain pan and add balsamic vinegar, remaining 1/2 cup chicken broth, brown sugar, honey, soy sauce, allspice and remaining 1 tablespoon butter. Cook over medium high heat, stirring, until thickened, about 10 minutes.
5. Transfer chicken to platter and drizzle with balsamic mixture; sprinkle with chopped thyme leaves. Arrange Sweet Pepper Melange around chicken and garnish with mint sprigs.
6. Sweet Pepper Melange: In medium bowl, place 1 medium sweet red bell pepper, cut in thin strips; 1 medium sweet yellow bell pepper, cut in thin strips; 1/4 cup diced red onion; 2 teaspoons balsamic vinegar; 1 tablespoon fresh lime juice; 1 teaspoon sugar; 1 small clove garlic, minced;

At the time of writing, McGourmet Deluxe is one of many applications awaiting approval to feature on the Mac App Store.

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- Personalised fit – users choose the ear-sleeve size (small, medium or large) that fits them most comfortably
- Reduces noise best due to high isolation
- Convenience – integrated in-line microphone has call answer/hang-up button
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- Two-year warranty

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Words: Ben Harvell **Illustration:** MagicTorch

30 Apple treasures

The Mac App Store is here, but check out these free alternatives before you decide to splash the cash on expensive apps

There's something exciting about buying a new piece of software, unwrapping the packaging and slipping the disc into your Mac ready to install your new goodies. And, of course, the new Mac App Store has made the process of obtaining new software by a digital download just a few simple mouse clicks. Whichever method you prefer, the biggest drawback is the money you have to hand over. Forking out for your goods is a necessary evil, and the price of things is usually a good indicator of its quality.

But the good news is it's not always that way, especially when it comes to Mac software. As this feature will show you, there are many apps available for free that have all the polish and advanced features you would expect from a premium paid-for version, but without the nasty price tag.

There are apps that will clean up your hard drive or organise your day-to-day activities. Some even work on your iPhone and iPad, too.

We've presented the best ones across the next few pages – they're all really fantastic and, best of all, they're all free!

Also, we've put as many of them as we could fit onto the disc that comes with your magazine. Alternatively, they can be downloaded from the internet (just put the app name and 'Mac' into Google and you'll find it pretty quickly). A number of these applications, while still great as a free version, also have more fully featured pro versions. So if you really enjoy one, you can consider spending the extra money. »

» ON THE DISC
Find many featured apps on your disc.

Media essentials

Turn your Mac into a home-entertainment centre

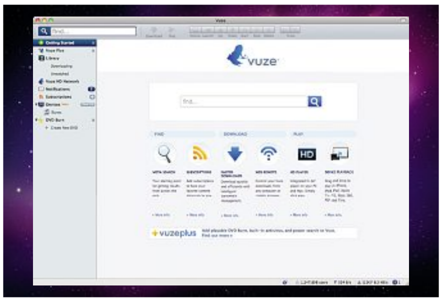
Boxee

Online entertainment all in one place

TV channels put a lot of their content online for free, but you usually have to go to their websites to find out what's available. Not with *Boxee*. This app lets you browse through episodes of shows from sources such as YouTube, among many others. It also pulls in media from your Mac. The interface can be controlled via the keyboard, an Apple remote or the free *Boxee* app available for iPhone, iPad and iPod touch. It's a doddle to navigate, enabling you to quickly find sports, movies, music or photos to enjoy on your computer. For entertainment on your Mac, *Boxee* is hard to beat.

BOXEE
10:12 AM
BOXEE
CONNECTING...
xbmc
mozilla
IMDb

A wealth of free entertainment on your Mac or TV.


Vuze
vuze
vuzeplus

Download and stream media from your Mac.

Vuze

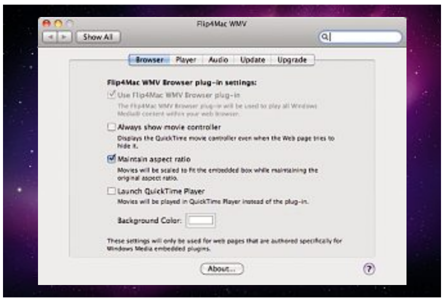
It's not just about illegal downloads

BitTorrent clients have received a bad rap over the years for enabling users to download copyrighted material for free. *Vuze* is no different in this respect. That said, downloading via BitTorrent is not illegal and, should you be accessing legal material, you're fine. Even better than that, *Vuze* will act as a media player for most formats and even convert files for playback on your devices, including iPads and games consoles. You can even stream video from *Vuze* via Wi-Fi to compatible devices such as the Xbox 360, making it more of an ideal media viewing solution than a nuisance to society.

Flip4Mac

Watch videos designed for Windows

There's been little love lost between Apple and Microsoft over the years, and the same extends to their media formats. The dreaded .WMV (Windows Media Video) file is the scourge of the Mac OS X operating system and will not run natively in *QuickTime*. Fortunately, the free *Flip4Mac* software will eradicate this headache and, once installed, lets you forget about formats and enjoy the video you are after. The WMV player also allows for Windows Media files to play back in *Safari* as well to help you enjoy a more complete browsing experience. A must-have install to alleviate format folly.


Flip4Mac WMV
Show All
Browser
Player
Audio
Update
Upgrade
About...

Flip4Mac WMV Browser plug-in settings:

☑ Use Flip4Mac WMV Browser plug-in
The Flip4Mac WMV Browser plug-in will be used to play all Windows Media® content within your web browser.

☐ Always show movie controller
Displays the QuickTime movie controller even when the Web page tries to hide it.

☑ Maintain aspect ratio
Movies will be scaled to fit the embedded box while maintaining the original aspect ratio.

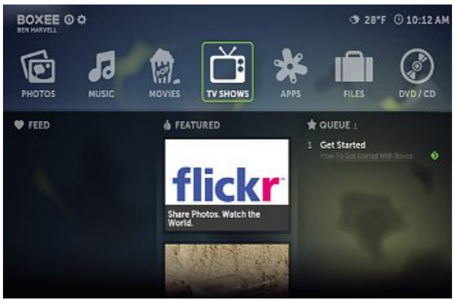
☐ Launch QuickTime Player
Movies will be played in QuickTime Player instead of the plug-in.

Background Color:

These settings will only be used for web pages that are authored specifically for Windows Media embedded plugins.

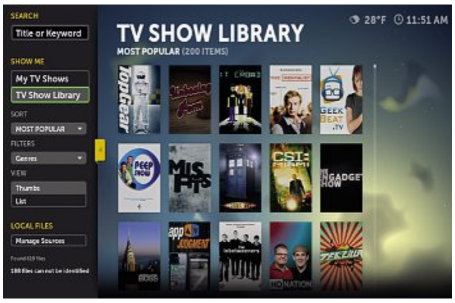
Make sense of WMV files on your Mac with Flip4Mac.

» HOW TO / Watch TV for free with Boxee


BOXEE
28°F
10:12 AM
PHOTOS
MUSIC
MOVIES
TV SHOWS
APPS
FILES
DVD / CD
FEED
FEATURED
QUEUE
1 Get Started
flickr
Share Photos. Watch the World.

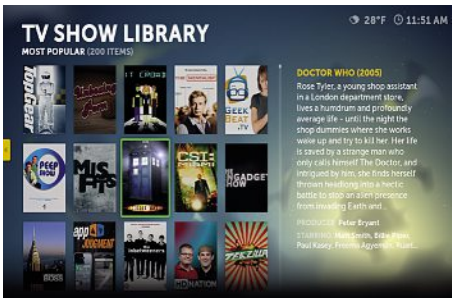
01 Launch time

First of all, start up by launching the *Boxee* application. You can now use your Apple remote or the buttons on the keyboard to navigate to **TV Shows**. Now hit ⏎ or select on the remote.


SEARCH
Title or Keyword
SHOW ME
My TV Shows
TV Show Library
SORT
MOST POPULAR
FILTERS
Genres
VIEW
Thumbs
List
LOCAL FILES
Manage Sources
TV SHOW LIBRARY
MOST POPULAR (200 ITEMS)
28°F
11:51 AM

02 Just browsing

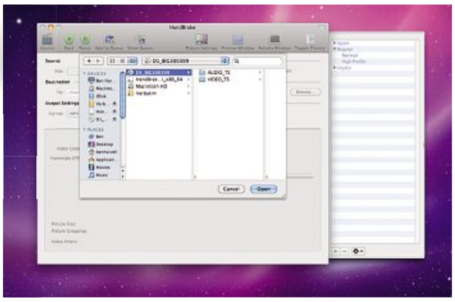
You can easily browse the available selections from your library. Alternatively, move over to the **TV Show Library** section so you can view the available shows online from a number of sources.

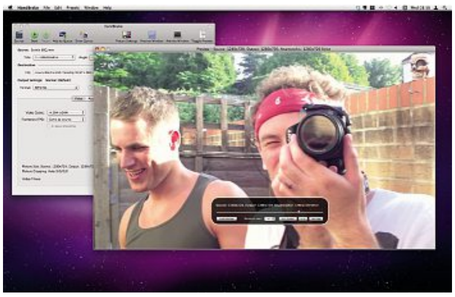

TV SHOW LIBRARY
MOST POPULAR (200 ITEMS)
28°F
11:51 AM
DOCTOR WHO (2005)

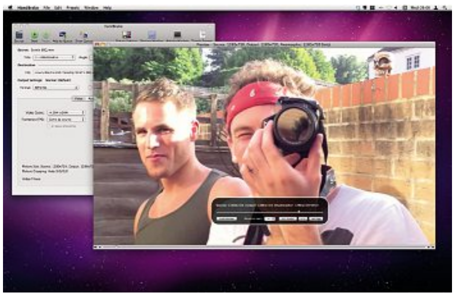
03 For more information

If you want to find out more about the programmes, you can hover over the available shows to get info for them. When you're ready to watch one, press **Select** to bring up the episodes and play them. ●

» HOW TO / Preview and rip a DVD to your Mac







01 Get going

First of all, start by inserting the DVD you wish to rip and then you can launch the *HandBrake* app. Now, if you click on the **Source** button, you will be able to select your DVD from the window that appears.

02 Sneak Preview

If you click the **Preview** button, you will see a still image of how your ripped DVD will look. You can also tap on the **Live Preview** button to encode a small clip in order to fully check the settings.

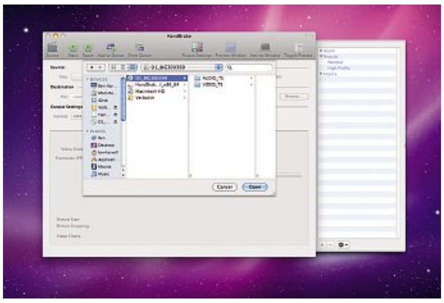
03 Rip it up

If you're satisfied with your settings and the live preview is looking good, you can now hit the **Start** button to begin ripping. Otherwise, you might want to adjust the encoding settings for your DVD. ●

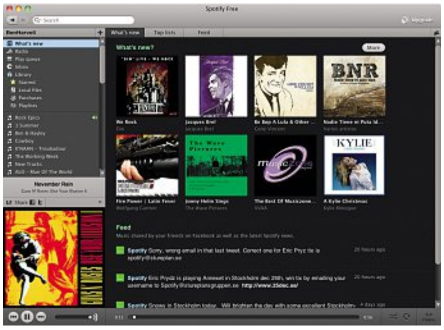
HandBrake

Ripping made extremely easy

Those looking to bring their movie collection into the modern world should certainly consider *HandBrake* for all their ripping needs. This simple app can grab a movie from DVD and encode it into a variety of formats for playback on your Mac, iPhone or iPad. Those with the new Apple TV will also be able to create compatible files from their movie discs and add them to *iTunes* without having to fiddle around with DVD players and tons of cases. The app can even retain the chapter selection features and subtitles of your original disc. While ripping a DVD to your Mac can take some time (and please respect copyright) if handled right, the outcome makes accessing your entertainment a great deal easier. The latest version of *HandBrake* introduces a live preview feature that allows you to check the quality of your rip before committing to hours of encoding too. You can also use *HandBrake* to convert video files into different formats.



The easiest way to shift movies from disc to Mac.



Millions of songs for free if you can handle the ads.

Spotify

Perfect for those who love to listen

Spotify came from out of nowhere and took the music-lovers of Europe by storm. This is streaming music done right.

This service is free to those who can handle an advert every three songs or so. It offers a catalogue of more than 10 million songs of all genres, which stream instantly through the *Spotify* app. It can also link to your *iTunes* library so all of your favourite tracks are in one place.

You can log in from multiple Macs using your Spotify account, create playlists, share music with friends and more. One of our favourite features is the innovative collaborative playlist, where your friends can add tracks over the internet for you to listen to. If you wish, you can pay to upgrade Spotify to a premium account, at which point you become ad-free. And for £9.99 per month you can even have the same service on your iPhone with music stored for offline playback.

VLC

Can't play a media format? VLC can…

VLC is one of those apps you can turn to if QuickTime and other media-playing apps won't work with a media format you want to use.

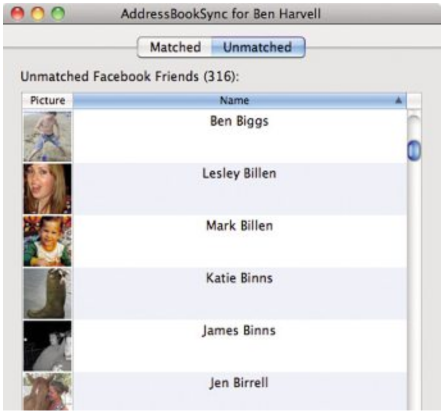
Initially, you might wonder why you'll ever need this app, but if you ever stray beyond the bounds of the iTunes Store and download video from another online source, you're more than likely to encounter a problem – that is, it's not playing properly in *iTunes* or *QuickTime*. Converting the video with *HandBrake* (see left) is always an option, but, to be honest, using *VLC* is simply quicker.

The app can handle DVD playback as well as more obscure formats that crop up from time to time. Files that are missing pieces or broken can still be played in *VLC* to the best of its ability and it provides a wealth of codecs to help your Mac handle all kinds of media file formats. *VLC* is an application that every Mac user should have installed for when their media won't behave. »

If QuickTime won't play it, you can bet VLC will.

Get social!

Stay connected without spending anything but a little bit of time


AddressBookSync for Ben Harvell

Unmatched Facebook Friends (316):

Picture	Name
	Ben Biggs
	Lesley Billen
	Mark Billen
	Katie Binns
	James Binns
	Jen Birrell

Sync your Facebook contacts with Address Book.

AddressBookSync

Add more info to your contacts

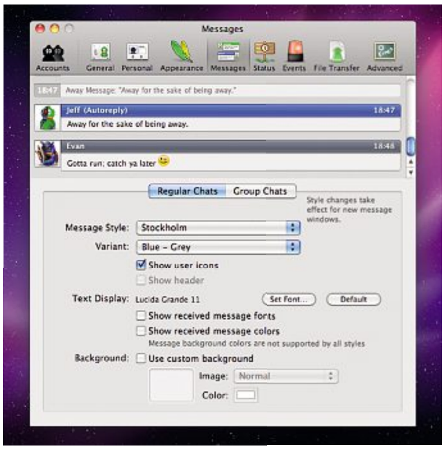
The *Address Book* app on your Mac is great for organising contacts and syncing them to your iPhone. However, the problem is with so many contacts held, continually adding information and profile pictures can become a time-consuming task.

AddressBookSync is an ingenious tool that connects to your Facebook account to pull in your friends' birthday info as well as images from their accounts into your Mac's *Address Book*. This is particularly handy for iPhone users with images appearing on screen when a contact is calling.

Adium

Complete control of IM from one app

The chances are you have an account for more than one instant messaging client. With so many available from *iChat* to Windows Messenger through Google Chat and Yahoo! it's not surprising. So, do you leave all of these clients open and consuming memory or do you find an all-in-one solution? If you want the latter, *Adium* is your app. Compatible with more IM clients than you probably knew existed, *Adium* combines all your accounts into one easy-to-use solution so you can keep in touch with all your contacts regardless of the service they are using.



18:47 Away Message: "Away for the sake of being away."

Jeff (Autoreply) 18:47
Away for the sake of being away.

Evan 18:48
Gotta run; catch ya later

Style changes take effect for new message windows.

Message Style: Stockholm
Variant: Blue – Grey
☑ Show user icons
☐ Show header
Text Display: Lucida Grande 11

☐ Show received message fonts
☐ Show received message colors
Message background colors are not supported by all styles
Background: ☐ Use custom background
Image: Normal
Color:

Adium: it's the central HQ of all your IM accounts...

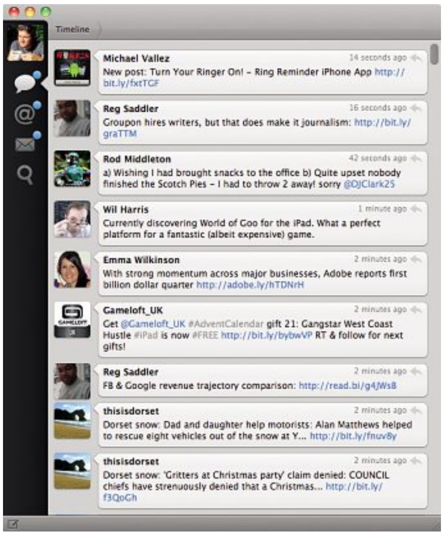
Skype

Almost as good as being there

Skype isn't a new service but the way it has developed over the years keeps it incredibly useful. The premise is simple, with an internet connection and a copy of the free software installed, you can talk to anyone on *Skype* via audio or video chat. And you can even swap files, create conference calls or simply chat via instant messaging. For an additional fee, you can add voicemail to your account and even call mobiles and landlines if you wish.

Call Phones or Send SMS
Select Country or Region
Type number
1
2 ABC
3 DEF
4 GHI
5 JKL
6 MNO
7 PQRS
8 TUV
9 WXYZ
*
0 +
#
Calling rates

Talk, chat and video conference for free.



Michael Vallez 14 seconds ago
New post: Turn Your Ringer On! – Ring Reminder iPhone App http://bit.ly/fxtTGF

Reg Saddler 16 seconds ago
Groupon hires writers, but that does make it journalism: http://bit.ly/graTTM

Rod Middleton 42 seconds ago
a) Wishing I had brought snacks to the office b) Quite upset nobody finished the Scotch Pies – I had to throw 2 away! sorry @DJClark25

Wil Harris 1 minute ago
Currently discovering World of Goo for the iPad. What a perfect platform for a fantastic (albeit expensive) game.

Emma Wilkinson 2 minutes ago
With strong momentum across major businesses, Adobe reports first billion dollar quarter http://adobe.ly/hTDNrH

Gameloft_UK 2 minutes ago
Get @Gameloft_UK #AdventCalendar gift 21: Gangstar West Coast Hustle #iPad is now #FREE http://bit.ly/bybwVP RT & follow for next gifts!

Reg Saddler 2 minutes ago
FB & Google revenue trajectory comparison: http://read.bi/g4JWsB

thisisdorset 2 minutes ago
Dorset snow: Dad and daughter help motorists: Alan Matthews helped to rescue eight vehicles out of the snow at Y... http://bit.ly/fnuv8y

thisisdorset 2 minutes ago
Dorset snow: 'Gritters at Christmas party' claim denied: COUNCIL chiefs have strenuously denied that a Christmas... http://bit.ly/f3QoGh

Manage your Twitter account from your Desktop.

Twitter

A beautiful (and official) experience

This is the official Twitter app for Mac. It was launched at the same time as the new Mac App Store, and quickly became the most popular download there.

To get it you'll need to have the Mac App Store installed (which means you'll need to be running OS X 10.6 and have installed the latest system updates). Unlike other Twitter clients, *Twitter* offers a very OS X-friendly environment without skimping on the features you need to enjoy your 140-character fix.

A particularly great feature is that you can view all tweets in a conversation simply by double-clicking on the main tweet. You can also search for trending topics and use multiple accounts within the same app.

Composing a new tweet is now made far easier with the **Compose** window that floats outside the interface, ready for you to type your thoughts. If you want to add an image to your tweet simply drag and drop it into the new tweet window. You can select which image-hosting service you use from the **Preferences** pane, and also which URL-shortening service the *Twitter* app will use. You can also get the official *Twitter* app for iPad and iPhone to complete your Twitter experience wherever you are in the world.

Handy utilities

Seriously functional free apps to help out with the daily grind

Whatever you need to note, Evernote will store it.

Evernote

Keep track of everything

Whatever you're doing in life there are things you need to remember, be they pictures, notes, websites or sounds. *Evernote* provides a place to store your ideas, plans and reminders. Using cloud-based storage, the Mac app syncs with your iPhone and iPad, as well as any other computer to keep your notes close to hand whenever you need them. Unique search features allow you to dig out anything you've stored and it can even recognise handwritten docs. This app not only organises your notes, photos, screenshots and more, but you can add custom tags to make things easier to search.

r-name

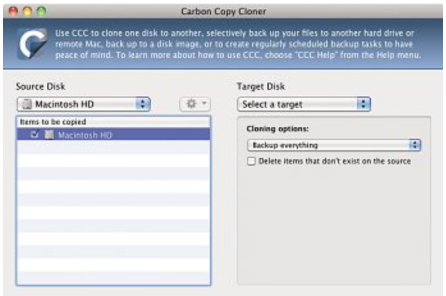
Renaming files has never been easier

Have you ever had a bunch of files in a folder and then discovered you need to rename each one? For a renaming task that comprises more than ten files or more it can become a very dull and repetitive task. And that's where *r-name* comes in. It's a simple, free app that allows files and folders to be dropped and renamed in any way you require. Ideal for photos or television series, this app will save a great deal of time.

Burn

Bringing more power to disc burning

While it's easy to burn a CD or DVD from within Mac OS X, *Burn* brings simplicity, as well as advanced options to the task. For example, it allows you to set which file system your disc will use so Windows owners can access files. It can create audio CDs and MP3 discs, and caters for DVD, VideoCD and DivX discs. An **Inspector** tool allows you to change settings on your disc such as file permissions, dates and the icon.



Use CCC to clone one disk to another, selectively back up your files to another hard drive or remote Mac, back up to a disk image, or to create regularly scheduled backup tasks to have peace of mind. To learn more about how to use CCC, choose "CCC Help" from the Help menu.

Source Disk: Macintosh HD

Target Disk: Select a target

Items to be copied

☑ Macintosh HD

Cloning options: Backup everything

☐ Delete items that don't exist on the source

Backing up is easy to do with Carbon Copy Cloner.

Carbon Copy Cloner

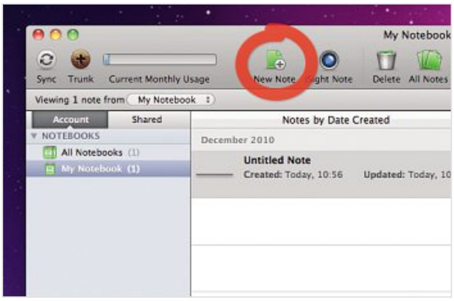
In event of a hard-drive disaster…

Everyone talks about backing up their computer files, but how many of us are committed to doing it properly? *Carbon Copy Cloner* makes it easy to back up your system but to move it to another Mac or larger hard drive without having to reinstall the OS.

It even offers incremental backups, which only updates files that have changed since you last ran the software.

Considering this is a free application, it's an absolute powerhouse for any Mac user who wants security for their system and flexibility for their hardware. »

» HOW TO / Save a new note in Evernote



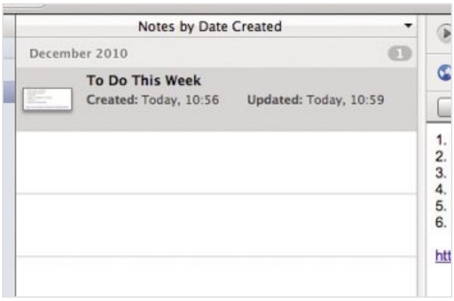
December 2010

Untitled Note

Created: Today, 10:56 Updated: Today, 10

01 Launch and go

When you have something to write, start by launching *Evernote* and click on the **New Note** button at the top of the interface. Go ahead and name your note by typing into the window above it.



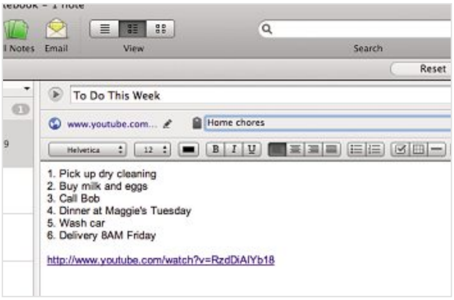
December 2010

To Do This Week

Created: Today, 10:56 Updated: Today, 10:59

02 Make a note of it

You can now type text into the space below or, if you like, you can drag a file into the space to add it to the note. This could be an image, PDF, a link or even a sound file. Anything you need to keep a note of, basically.



To Do This Week

Home chores

1. Pick up dry cleaning
2. Buy milk and eggs
3. Call Bob
4. Dinner at Maggie's Tuesday
5. Wash car
6. Delivery 8AM Friday

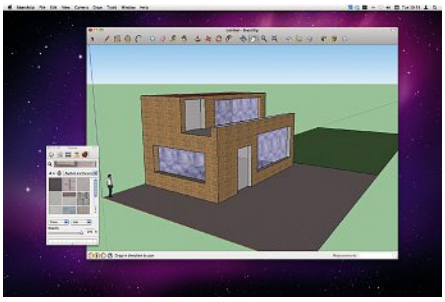
http://www.youtube.com/watch?v=RzdDiAIYb18

03 Tag your note

Tap the **Click To Add Tag** button to insert tags for your note, so it can be organised with other notes in this category. You can continue to add notes that will be accessible on *Evernote* on your Mac, iPhone and iPad. ●

Creative apps

Show off your creativity without breaking the bank



Now even a complete novice can create 3D objects.

SketchUp

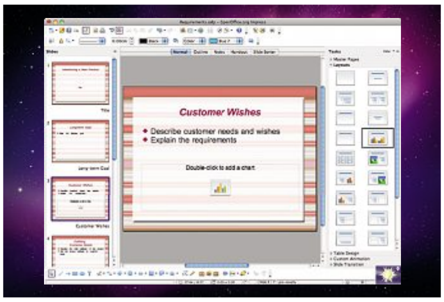
3D design for the rest of us

If you've never used a design app or 3D-modelling tool before, fear not. *SketchUp* makes the entire process simple. Using a range of tools, draw the shapes you want and then drag them out to create 3D objects. Ideal for decoration planning, basic design work or providing mockups of home improvements, *SketchUp* is the ultimate design tool for beginners. As well as creating designs for your home or office, you can create 3D models and add them to Google Maps. Once you've installed *SketchUp* you're guaranteed to spend hours playing with the infinite possibilities it affords.

Open Office

The power without the price tag

So you need an office suite that can handle spreadsheets, word processing, design and presentations. Do you go for Apple's *iWork* or Microsoft's *Office*? Both cost at least £50 and offer many pros and cons. Or you could opt for *OpenOffice* that costs… well, nothing. Unbelievably, *OpenOffice* is a complete set of office tools compatible with most formats of office file and available for Mac that won't cost you a penny. Ideal for students, home users or businesses not ready to take the plunge on a full site licence for commercial software, *Open-Office* is a great alternative to *iWork* and *Office*.

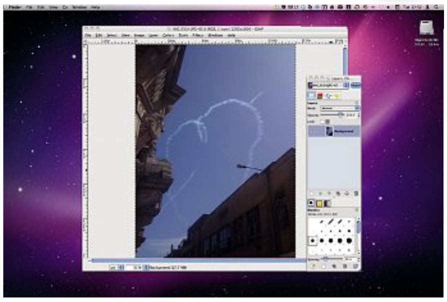


Customer Wishes

- Describe customer needs and wishes
- Explain the requirements

Double-click to add a chart

It's not as pretty as iWork but it does the job for free.



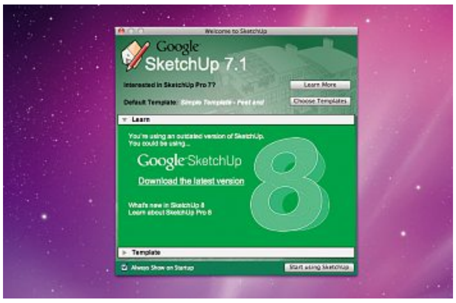
A free Photoshop challenger? Must be worth a look.

GIMP

Dodgy name; great graphics app

GNU Image Manipulation Program. That's the official title of this app, which makes you realise why the creators opted for *GIMP* as the name for this powerful graphics suite. It's like *Photoshop* for free, and is a true labour of love for its developers who have carefully crafted it over time to produce one of the most fully featured pieces of free software available for Mac OS X. Whether you want to retouch photos, create graphic designs or experiment with 3D, *GIMP* offers it all and more. Before you fork out for an expensive graphics app, spare the time for this 78MB powerhouse to download.

>> HOW TO / Get started with 3D shapes in SketchUp



Interested in SketchUp Pro 7?

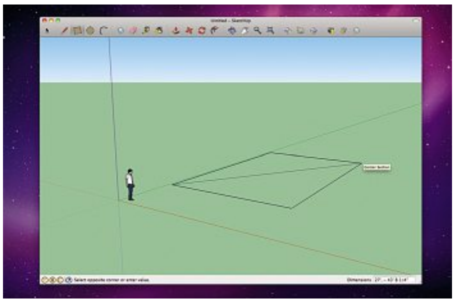
Default Template: Simple Template - Feet and

You're using an outdated version of SketchUp. You could be using...

What's new in SketchUp 8
Learn about SketchUp Pro 8

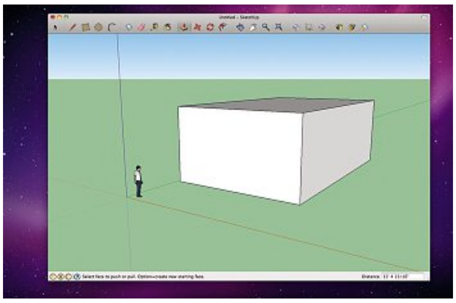
01 Start up Sketchup

To get going on your 3D shapes, launch *Sketchup* and click the **Start using SketchUp** button to choose a new template. Select the **Simple Template** in feet and inches and click **Start using SketchUp** again.



02 Lay the foundations

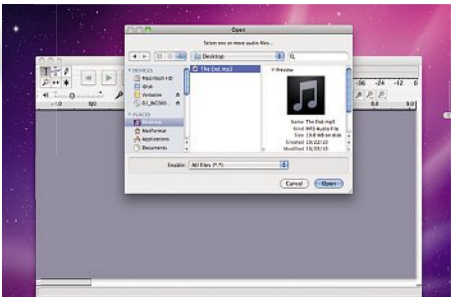
You can now select the **Rectangle** tool and use it to drag out a large area until it becomes even on all sides. This is clearly denoted by a line running from one corner to the other.

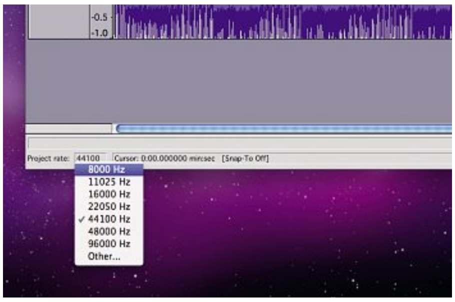


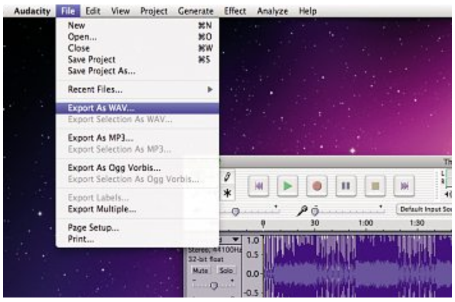
03 Build it up

Now you can get building. To create your block, select the **Push/Pull** tool and click and drag on your rectangle to pull it out into a 3D block shape. Have a play around and you'll be creating all sorts in next to no time! ●

» HOW TO / Convert audio formats with Audacity







01 Choose your sound

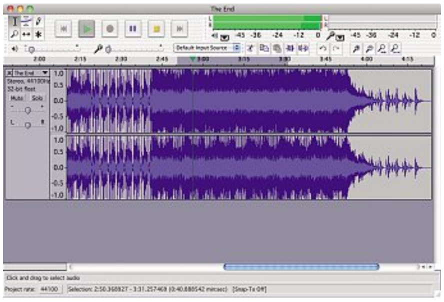
Start things off by launching up the *Audacity* app. Open up your audio file by heading to the **File** menu and selecting **Open**. Now locate the sound file you want from your Mac's hard drive.

02 Like what you hear

It's always a good idea to play back your file to make sure it sounds the way it should. If you're not satisfied with what you hear, you may need to adjust the sample rate or choose an alternative file.

03 Save out

From the **File** menu, you can now opt to export the file in a number of different formats or export a selection of the file. Choose a location on your hard drive to export the clip to and then click **OK**. ●



Have the Audacity to cut, trim, edit or convert audio.

Audacity

Free audio editing for Mac users

While *GarageBand* handles the creative aspects of Mac audio-editing, *Audacity* is a free option for recording, editing and adjusting audio files. If you want to quickly split an MP3, convert the format of an audio file or digitise tape or records, *Audacity* is really easy to use and it's also capable of a number of additional tricks too.

If you are after more advanced techniques, *Audacity* can even offer tools to speed up and slow down audio, work with multiple tracks at once and clean up audio files with a variety of effects. Those who are serious about their audio editing can even add VST plug-ins to *Audacity*, in order to further enhance its already brilliant feature set.

Considering the fact it's a free application, *Audacity* offers some very professional tools and is an ideal choice for those who need a fast and effective editing option when *GarageBand* isn't the best solution.

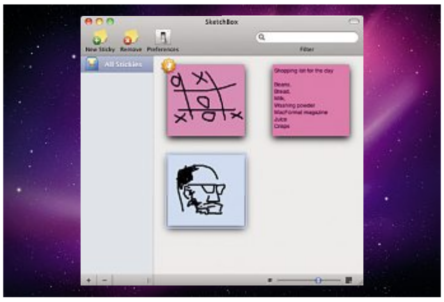
SketchBox

More than just simple sticky notes

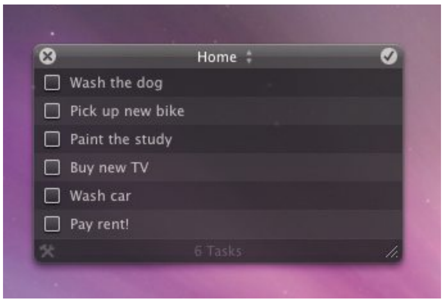
There are built-in **Sticky Notes** in Mac OS X but they don't offer nearly as many features as those found in *SketchBox*.

This app's simple interface allows you to create multiple notes, sketch on them with a pen, add text and even set alarms for individual sticky notes. The main screen shows all of your available notes and, if you wish, you can even build storyboards from sketches you have drawn.

The app is free but is no longer updated by the developer. It is also known to have incompatibilities with Snow Leopard, however we're yet to find any. We've found *SketchBox* to be a great way of jotting down our creative ideas – it's small and lightweight, so you don't have to wait ages for it to load and risk losing that precious moment of inspiration. Being able to do a quick sketch and add text at the same time is the digital equivalent of jotting things down on a table napkin – the traditional first step of every great idea in the world!



The humble sticky note plans its world domination.



Home

☐ Wash the dog
☐ Pick up new bike
☐ Paint the study
☐ Buy new TV
☐ Wash car
☐ Pay rent!

6 Tasks

Despite the name, Anxiety removes your stress.

Anxiety

Manage your to-do list the easy way

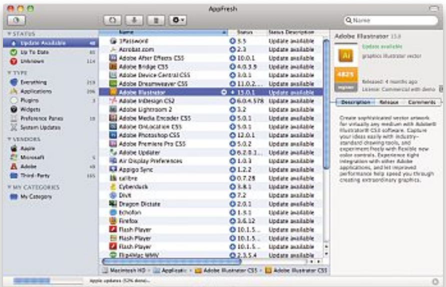
Anxiety's intent is to produce the opposite emotion to its name, when used correctly. Working with *Mail* to-do lists and your *iCal* schedule, *Anxiety* provides a small floating window for you to quickly add reminders to and check off when you're done. These are then added to your *Mail* and *iCal* lists so you can access them on all of your synced devices and cross them off as you go. One of the main advantages of *Anxiety* is that unlike many list managers, it's very lightweight. Easier than a sticky note and far more accessible, *Anxiety* shrinks into the background when not in use. So why is this app in the **Creativity** section, you ask? Well, how can you be creative if your mind is full of all the things you have to do?

By removing the little niggles of life you'll find you have more time to dream up more imaginative solutions. So, take the first steps to a more organised you and install *Anxiety* today.

»

System enhancers

Boost system performance, monitor your Mac and keep it clean



AppFresh can update your apps with a single click.

AppFresh

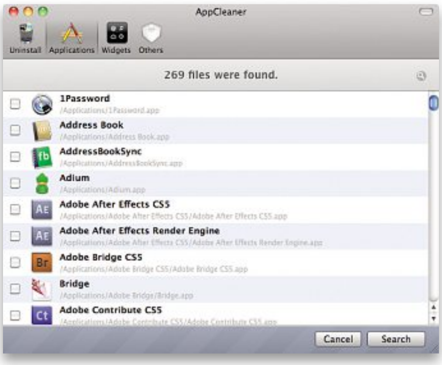
Update your apps the easy way

This free app scans your system for installed applications and then lets you know which of them have a pending update. You can then choose those you would like to install and those to leave be. It sounds simple but this extremely easy process can be a real time saver that allows you to take control of the update process when you have the time rather than be dictated to by your software. You can also switch off common and infuriating update checkers like Microsoft's *AutoUpdate* software. More time, less annoying messages and pop ups. Now that's fresh!

AppCleaner

Tidy up after those messy apps

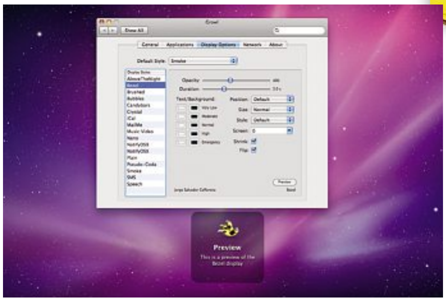
A lot of apps throw a ton of files across your system, taking up space. Even when you remove an app, these files remain. *AppCleaner* hunts down these lurking files and removes them along with the app. You can even set *AppCleaner* to watch out for when you next drag an app to the Trash and hunt down all of its associated files for removal as well. To avoid accidents, you can tell *AppCleaner* to protect certain apps from deletion, plus every deleted file is kept in a log so you can see exactly what you got rid of.



269 files were found.

☐ 1Password
/Applications/1Password.app
☐ Address Book
/Applications/Address Book.app
☐ AddressBookSync
/Applications/AddressBookSync.app
☐ Adium
/Applications/Adium.app
☐ Adobe After Effects CS5
/Applications/Adobe After Effects CS5/Adobe After Effects CS5.app
☐ Adobe After Effects Render Engine
/Applications/Adobe After Effects CS5/Adobe After Effects Render Engine.app
☐ Adobe Bridge CS5
/Applications/Adobe Bridge CS5/Adobe Bridge CS5.app
☐ Bridge
/Applications/Adobe Bridge/Bridge.app
☐ Adobe Contribute CS5
/Applications/Adobe Contribute CS5/Adobe Contribute CS5.app

Remove apps and all the files associated with them.



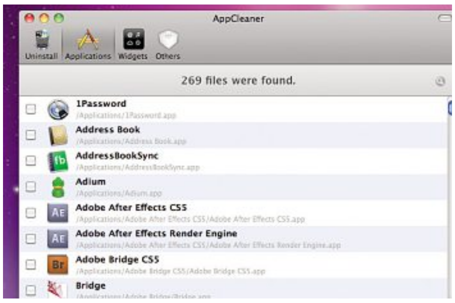
Simple, subtle notifications for your Mac events.

Growl

Be in the know with your Mac

Growl is a notification tool that can alert you to all sorts of happenings on your Mac, from new emails to software downloads. Notifications can be customised and appear discreetly at chosen positions on your Desktop with a small amount of information included. A wide range of apps support *Growl* notifications including Twitter clients, *Dropbox* and many more. Custom plug-ins are also available for *Mail* and *Safari* to notify you of new messages and completed downloads. When you don't have time to launch an app to check things, *Growl* is a great solution for quick updates

>> HOW TO / Remove an app with AppCleaner

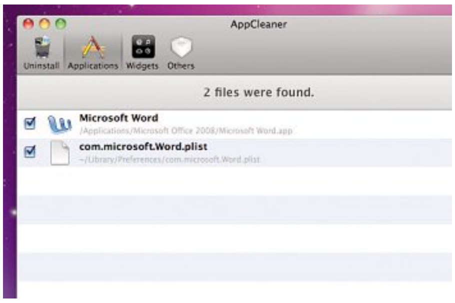


269 files were found.

☐ 1Password
/Applications/1Password.app
☐ Address Book
/Applications/Address Book.app
☐ AddressBookSync
/Applications/AddressBookSync.app
☐ Adium
/Applications/Adium.app
☐ Adobe After Effects CS5
/Applications/Adobe After Effects CS5/Adobe After Effects CS5.app
☐ Adobe After Effects Render Engine
/Applications/Adobe After Effects CS5/Adobe After Effects Render Engine.app
☐ Adobe Bridge CS5
/Applications/Adobe Bridge CS5/Adobe Bridge CS5.app
☐ Bridge

01 Get ready to clean up

Tap to launch *AppCleaner* and then click on the **Applications** tab at the top of the interface. Alternatively you can drag an app from your **Applications** folder onto the *AppCleaner* interface.

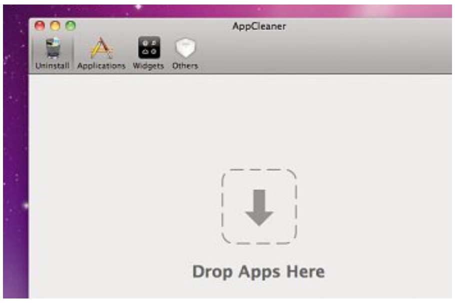


2 files were found.

☑ Microsoft Word
/Applications/Microsoft Office 2008/Microsoft Word.app
☑ com.microsoft.Word.plist
~/Library/Preferences/com.microsoft.Word.plist

02 Make your hitlist

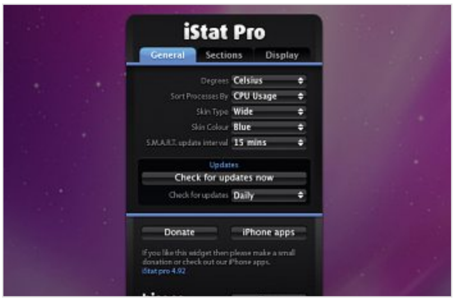
From the list that comes up in *AppCleaner's* **Applications** screen, tick all the applications you're sure you want to remove. You can then hit **Search** to show all files associated with these apps.

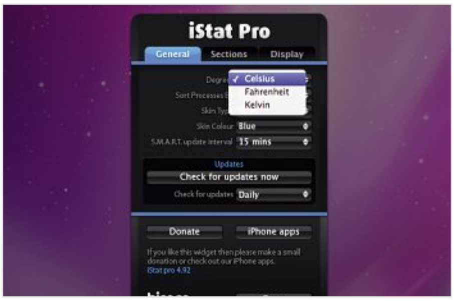


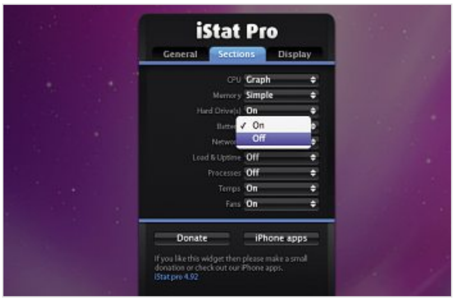
03 Go in for the kill

A complete list will come up for you to check or uncheck files *AppCleaner* has found when searching. And, when you're ready to remove the application for good, you can go ahead and hit the **Delete** button. ●

» HOW TO / Set up and use iStatPro


iStat Pro
General | Sections | Display
Degrees: Celsius
Sort Processes By: CPU Usage
Skin Type: Wide
Skin Colour: Blue
S.M.A.R.T. update interval: 15 mins
Updates
Check for updates now
Check for updates: Daily
Donate | iPhone apps
If you like this widget then please make a small donation or check out our iPhone apps.
iStat pro 4.92


iStat Pro
General | Sections | Display
Degrees: ✓ Celsius / Fahrenheit / Kelvin
Skin Colour: Blue
S.M.A.R.T. update interval: 15 mins
Updates
Check for updates now
Check for updates: Daily
Donate | iPhone apps
If you like this widget then please make a small donation or check out our iPhone apps.
iStat pro 4.92


iStat Pro
General | Sections | Display
CPU: Graph
Memory: Simple
Hard Drive(s): On
Battery: ✓ On / Off
Load & Uptime: Off
Processes: Off
Temps: On
Fans: On
Donate | iPhone apps
If you like this widget then please make a small donation or check out our iPhone apps.
iStat pro 4.92

01 Invoke the widget

Kick things off by starting up the *Dashboard* from your Mac Desktop and locating the *iStatPro* widget. Once you've got it, you can then click on the **Settings** button to access customisation options for the widget.

02 Adjust as you see fit

Under the first tab you will have the option to choose colour and layout options for the widget. If you wish you can also change the temperature measurements for your system here, as well.

03 Select your display

Under the **Sections** and **Display** tabs you can choose which statistics are shown on the *iStatPro* widget. You can also control how they are displayed. There is the option to add or remove various readings at any time. ●

Keep on everything from temperature to memory.

iStatPro

Monitor stats from the Dashboard

Sometimes it just feels like there's something wrong with your Mac. Maybe websites are loading slower, apps are being sluggish or the fans keep turning on. It's at this point where you will need to follow that nagging feeling and check that everything is in order. And *iStatPro* is the perfect way to do this.

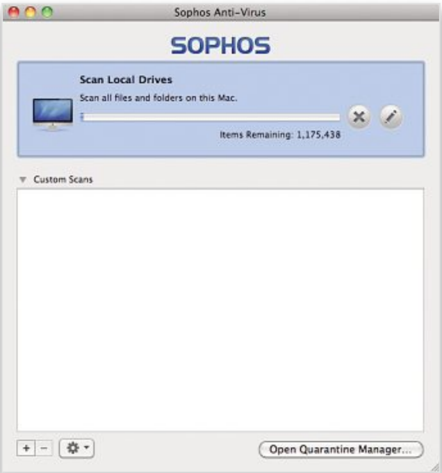
This handy *Dashboard* widget monitors all sorts of information on your Mac, from CPU usage to temperature, and should help you pinpoint where things are amiss. The interface is customisable via simple drag and drop, and you can set exactly which reports are shown on the screen and which are not. Easy to understand graphs and charts explain network use and memory assignments, and there's even an iPhone app that displays live stats for your Mac on your phone's screen.

For peace of mind or some serious system analysis, your *Dashboard* and *iStatPro* should be your first port of call.

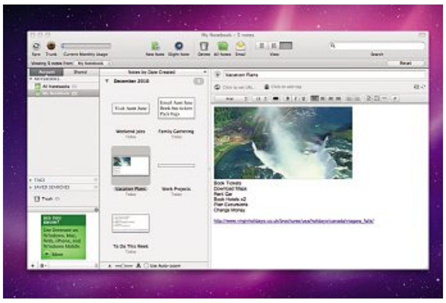
Sophos

Get free security for your Mac

As Mac users, we don't really need to worry about viruses on our platform. Sure, there have been a few pieces of malware that have presented a risk, but they're the exception, rather than the norm. However, it pays to make sure you're protected. Sophos knows this and, alongside its commercial offerings, provides *Sophos Anti-Virus for Mac Home Edition* as a free download. The unobtrusive software works quietly in the background using very little memory protecting you from viruses, Trojans and worms. There are none of the annoying popups we've come to accept from security software and you can customise how and when the app scans your system for maximum subtlety.


Sophos Anti-Virus
SOPHOS
Scan Local Drives
Scan all files and folders on this Mac.
Items Remaining: 1,175,438
Custom Scans
Open Quarantine Manager...

Set Sophos to protect your Mac, just in case.



Keep on everything from temperature to memory.

Stuffit Expander

The unsung hero of Mac apps

Stuffit has been around on the Mac as long as we can remember and has always been on hand to perform one of the simplest but often awkward of tasks – unzipping a compressed file. While Apple's *Archive Utility* does much the same job, *Stuffit* has a wealth of available preferences including automation, virus scanning and expanding to specific folders. Perhaps most importantly, it will unzip certain compression formats that Apple's built-in decompression can't handle. You'll find it's an invaluable tool to have when somebody sends you something compressed on a Windows computer using an obscure compression tool. Don't forget, a premium version (called *StuffIt Deluxe*) is also available that enables you to compress files in a number of ways. It can make some documents up to 98% smaller than their original size! It's also particularly good at compressing JPEG files, which are often used for photos. »

Web wonders

Completely free apps to harness the world wide web

Chrome is a quick and clever alternative to Safari.

Chrome

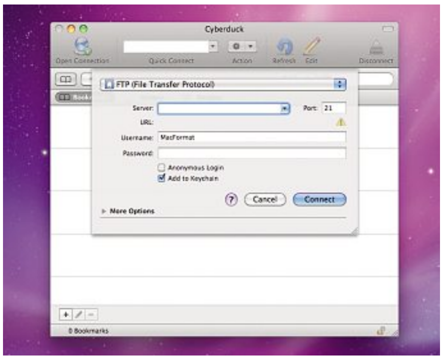
A simple, clean and fast browser

Love or hate Google you can't fault its browser, which is all about speed and efficiency. With a unified URL bar that works for search as well as web addresses, it's a clean and snappy browser that takes advantage of your Mac's power to bring you the sites you need quickly. Offering tabs, extensions and themes, *Chrome* provides all the features you need combined with its trademark pace. Security features see you protected from malware and phishing, and the software is automatically updated with security patches. A great alternative to *Safari* if you fancy a bit of a browser change.

Cyberduck

Pay for an FTP client? Quackers!

You may not have to use an FTP (File Transfer Protocol) client very often but on those occasions when you do you surely don't want to have to pay for it. Fortunately there's *Cyberduck*, which won't cost you a penny but provides all of the features you would expect in a paid-for client including *Keychain* access, SSH security features and **Quick Look** previews. The app even allows you to edit files on the server if you need to make last minute changes to your upload. Built for the Mac, *Cyberduck* is Bonjour compatible so should find FTP and WebDAV servers on your local network.



Cyberduck
Open Connection
Quick Connect
Action
Refresh
Edit
Disconnect
More Options
Cancel
Connect
0 Bookmarks

FTP (File Transfer Protocol)
Server:
Port: 21
URL:
Username: MacFormat
Password:
☐ Anonymous Login
☑ Add to Keychain

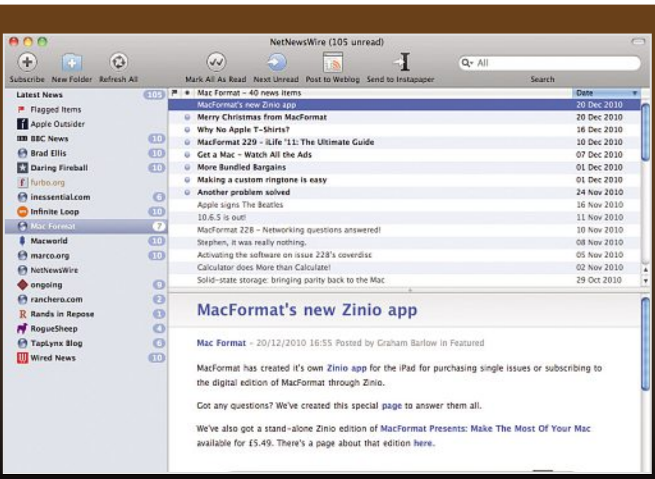
A completely free FTP client for speedy transfers.

Keep files handy whatever device you're using.

Dropbox

File storage wherever you are

How many times have you got to the office and realised you left an important document you were working on at home. It happens the other way around too. What if you're on the road and forget to load the right files onto your laptop? *Dropbox* rids you of these worries by providing you with online storage that's accessible from any of your computers and even on your iPhone or iPad. Simply install the app on your Mac, drop your files into the shared folder and work on them wherever you have an internet connection. Forget USB drives and email attachments, this is the easiest way to work.



NetNewsWire (105 unread)
Subscribe
New Folder
Refresh All
Mark All As Read
Next Unread
Post to Weblog
Send to Instapaper
Search
All
Latest News 105
Flagged Items
Apple Outsider
BBC News 10
Brad Ellis 10
Daring Fireball 10
furbo.org
inessential.com 6
Infinite Loop 10
Mac Format 7
Macworld 10
marco.org 10
NetNewsWire
ongoing 9
ranchero.com 2
Rands in Repose 1
RogueSheep 4
TapLynx Blog 6
Wired News 10

Mac Format – 40 news items	Date
MacFormat's new Zinio app	20 Dec 2010
Merry Christmas from MacFormat	20 Dec 2010
Why No Apple T-Shirts?	16 Dec 2010
MacFormat 229 - iLife '11: The Ultimate Guide	10 Dec 2010
Get a Mac – Watch All the Ads	07 Dec 2010
More Bundled Bargains	01 Dec 2010
Making a custom ringtone is easy	01 Dec 2010
Another problem solved	24 Nov 2010
Apple signs The Beatles	16 Nov 2010
10.6.5 is out!	11 Nov 2010
MacFormat 228 – Networking questions answered!	10 Nov 2010
Stephen, it was really nothing.	08 Nov 2010
Activating the software on issue 228's coverdisc	05 Nov 2010
Calculator does More than Calculate!	02 Nov 2010
Solid-state storage: bringing parity back to the Mac	29 Oct 2010

MacFormat's new Zinio app

Mac Format - 20/12/2010 16:55 Posted by Graham Barlow in Featured

MacFormat has created it's own Zinio app for the iPad for purchasing single issues or subscribing to the digital edition of MacFormat through Zinio.

Got any questions? We've created this special page to answer them all.

We've also got a stand-alone Zinio edition of MacFormat Presents: Make The Most Of Your Mac available for £5.49. There's a page about that edition here.

NetNewsWire

All the latest news from your favourite sources

One of the easiest ways to get the latest updates from your favourite sites is to make use of RSS. You can do this in *Safari* and *Mail*, but for a truly brilliant experience, check out *NetNewsWire*. The app syncs with Google Reader or can run on its own, and gathers the RSS feeds from all of your selected sites into an easy-to-read list with notifications when new posts are available. With a wide range of views and export options to Instapaper and del.icio.us, *NetNewsWire* provides everything you need to keep on top of breaking news from your chosen sources.

Get the latest news direct to your Desktop; here's a fine example.

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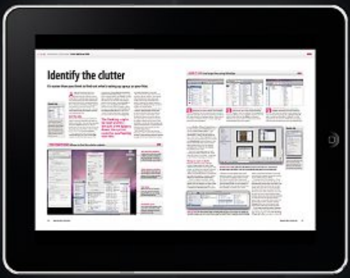
Identify the clutter

This 228-page guide is packed with features and tips on how to get the best out of the Mac OS and its software, plus an in-depth look at the iLife suite of applications, iPhoto iMovie, GarageBand , iWeb and iDVD.

Hello, I'm iMovie

"If you've used the iOS App Store, this will feel familiar. But there are some key differences"

YOUR GUIDED TOUR OF THE NEW MAC APP STORE P56

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Precipice of Darkness
FotoMagico 3 Home
Clarus
Blush
Reflow
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Dress Assistant
Alfred
Chopper 2
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Money3
Quick Links
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Account
Redeem
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iLife '11
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Top Paid
See All
1. Angry Birds
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How to...

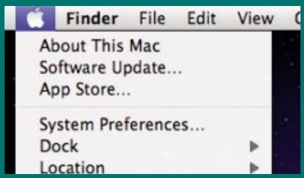
PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM

Christopher Phin
Deputy Editor

They're not yet at a price where we can recommend them without hesitation to everyone, but there's no doubt that a solid-state drive – a flash-based modern alternative to the hard disk that most computers use to store their data – is an awesome upgrade to a Mac.

Despite the fact that I had to jettison gigabytes of data onto external disks, the single most effective upgrade in terms of responsiveness to my MacBook Pro was swapping its huge hard disk for a 256GB Crucial C300 SSD. Everything is slicker, smoother and more responsive, and it boots and shuts down in seconds. So I recommend, if you have a recent MacBook or MacBook Pro, that you turn straight to page 68 to read Laurence's tutorial on upgrading from your hard disk to SSD – there's every reason to think you'll thank us, even if your bank manager won't.

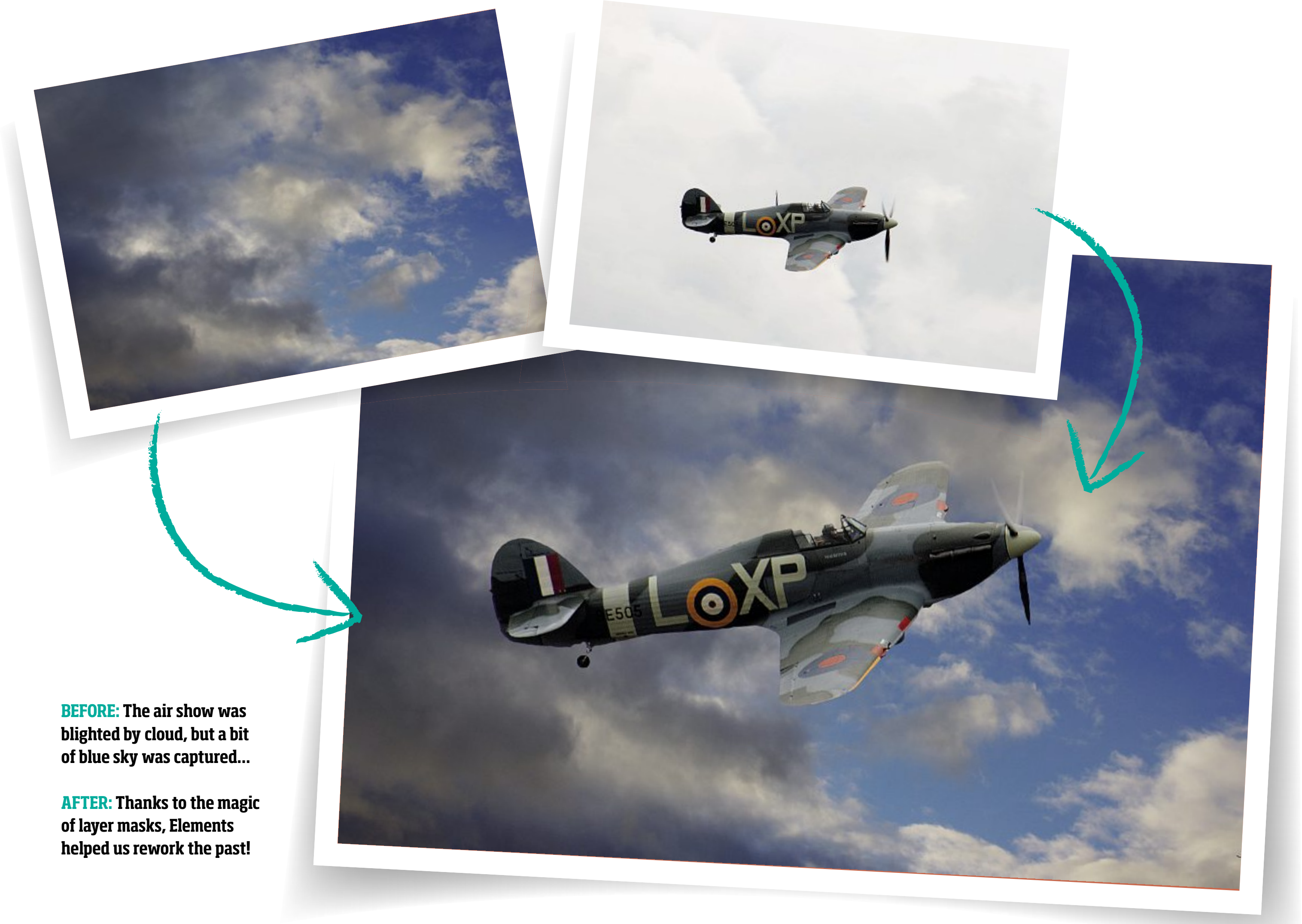
But there's loads of other great stuff too: we'll show you around the brand new Mac App Store (part of Mac OS X 10.6.6) and explore how to master a fundamental *Photoshop* skill in layer masks. Plus find your way around the Print dialogue and much more besides. Happy learning!



Finder File Edit View
About This Mac
Software Update...
App Store...
System Preferences...
Dock
Location

>> DID YOU KNOW?

If a menu shortcut has three dots after it (called an ellipsis) it means a dialog will pop up with further options. You can suppress some of them by holding ⌥ – note the ellipsis vanishes.



BEFORE: The air show was blighted by cloud, but a bit of blue sky was captured...

AFTER: Thanks to the magic of layer masks, Elements helped us rework the past!

Merge photos in Elements 9

Need to blend two images seamlessly? Layer masks are waiting in the wings

» KEY INFO

DIFFICULTY: Advanced

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: Adobe Elements 9 or Photoshop

Adobe's always been careful to preserve the distance between *Photoshop* and *Elements*. There's always been a lot you can do in the latter, but a certain number of things you can't. And layer masks – the key to successful image compositing – has always been one of those things. Until the release of *Adobe Elements 9*, that is.

The introduction of layer masks to *Elements 9* could easily be overlooked amidst all the other clever technologies showcased in this latest release, but it could prove the most significant new feature of all in the long run. You'll still need the selection tools to isolate the areas of the layers you want to mask, but once you've created the mask, you'll be able to modify it and adjust it in ways that simply aren't possible with selections. What's more, masks are 'undoable'. The image layer itself isn't modified – you can still return to it at any time. Masks are simply greyscale images that control which parts of the layer are visible.

So if you realise you've masked out an area you shouldn't have done, you can edit the mask layer to restore it. Where selections are transient and hard to see (except in *Photoshop*'s Quick Mask mode), masks are permanent and visible.

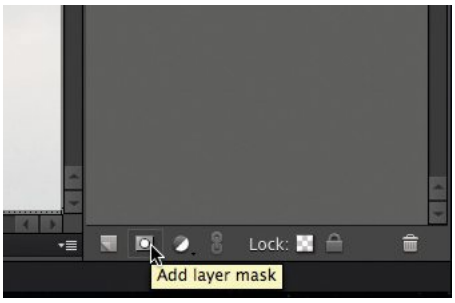
> *"Once you've created a layer mask, you can modify it in ways that simply aren't possible with selections"*

If some areas of the mask need a softer edge, you can select those areas and use a Gaussian Blur to soften them. If your mask doesn't follow the outline of an object perfectly, you can use the selection tools directly on the mask to fix it.

Our walkthrough demonstrates some of the flexibility that you get with layer masks. Starting with a rough Quick Selection, it's possible to adjust the definition and position of the mask edges, rework areas which haven't been selected properly and work around outlines that no selection tool will pick effectively.

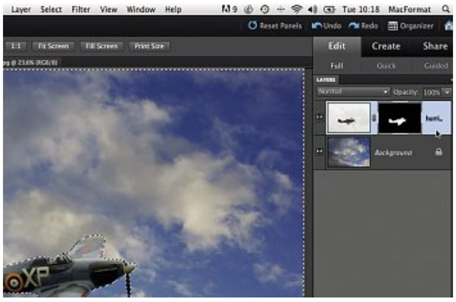
Rod Lawton

HOW TO / Create and modify masks in Photoshop and Elements



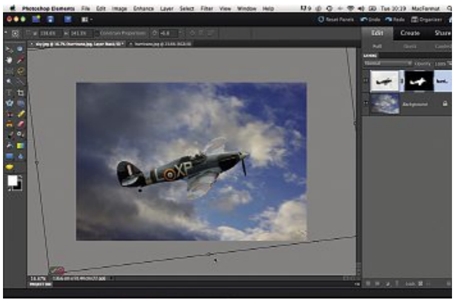
01 Add a mask

First, select the layer you want to mask (the 'hurricane' layer in this image) in the **Layers** palette. You'll find the button for adding a layer mask at the bottom of the palette. If you're using an older version of *Elements* without layer masks, see the Quick Tip.



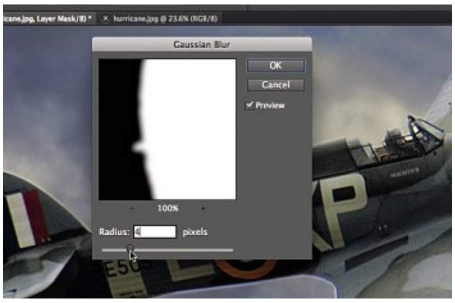
02 Mask the sky

To mask out the sky in the top layer, use the **Quick Selection** tool. The selection doesn't have to be perfect – once it has been made, set the background colour to black (at the bottom of the **Tools** palette) and hit the ⌫ key to fill the selection with black.



03 Rotate and scale

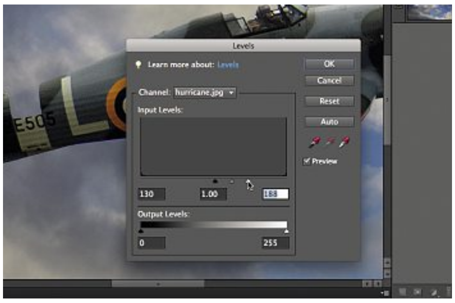
The way masks work is that black areas mask (hide) the layer, while white areas show it. You can move, scale and rotate masked layers and the mask is transformed too, so in this instance we can make the aircraft larger, rotate it and position it just how we want it.



Radius: 4 pixels

04 Mask adjustments

One problem you'll often get with masks is edges that are too hard or which have halos of pixels that the selection tool didn't pick up. It's difficult to fix this using selections, but it's easy with masks. Select the mask in the layers palette, then apply a **Gaussian Blur** of 4 pixels.



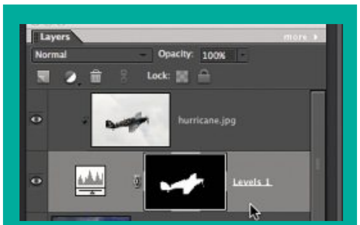
Channel: hurricane.jpg

Input Levels: 130 1.00 188

Output Levels: 0 255

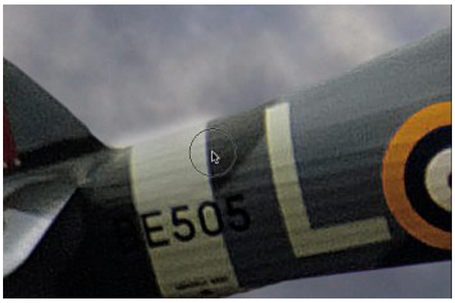
05 Better masking

This softens (feathers) the mask, but you can tighten using its levels. Move the black point slider to the right to push the mask boundary inwards; move the white point slider to the left to push it outwards. Adjust both to tighten and reposition the mask simultaneously.



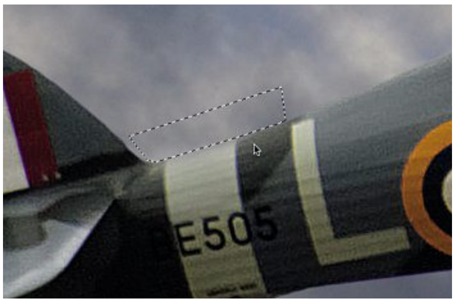
QUICK TIP

Older versions of *Elements* will support layer masks via a workaround. Create an adjustment layer for the layer below, but don't make any adjustments. Instead, ⌥-click between this adjustment layer and the one you want to mask. Now, the adjustment layer's mask acts as a mask for the layer above.



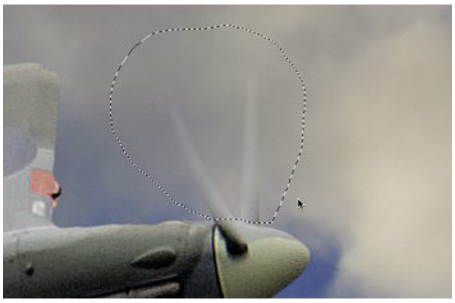
06 Paint back detail

Almost inevitably you're going to get other areas of the selection that didn't work out quite right. Here, a lighter part of the aircraft's fuselage has been masked out along with the sky. Paint these areas back in with the **Brush** tool and set the foreground colour to white.



07 Selection tools

The last step produced a bit of 'overspill' along the plane's edges. Use the **Brush** tool with the foreground colour set to black to 're-mask' that area, or use the **Polygonal Lasso** tool to select that area of sky, set the background colour to black and hit the ⌫ key.



08 Soft edges

The aircraft's spinning propellers present a different problem. With a bit of skill and persistence, it's possible to get good results by editing the mask. Select the problem area, then use the blur\levels technique in steps 4 and 5, but with a bigger blur radius. ●

Using keywords in iPhoto ’11

Keywords are really useful, but they do work slightly differently in iPhoto ’11…

>> KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 15 minutes*

*Depending on number of photos

WHAT YOU’LL NEED: iLife ’11

The keywords in *iPhoto* are an effective tool for finding and organising photos, and one that becomes more important as your photo library grows. They can speed up searches, help you think more clearly about how you categorise pictures, and be used as criteria for Smart Albums.

Keywords in *iPhoto* work in the same way as they do in other image-cataloguing apps. And you can apply as many keywords as you like to a photo, to keep you organised.

You can take a freeform approach where you add keywords as you need them in *iPhoto’s* Info palette. If you start to enter a keyword you’ve already added, it will appear in a pop-up below the entry field as you type. If it’s a new keyword, *iPhoto* will simply add it to its list.

The only problem with doing it this way is that your list of keywords will steadily get longer and longer. That’s not particularly a problem when you’re typing them in, but it becomes a bit of an issue when you want to use them later on in searches and smart albums.

Here, *iPhoto* will present you with a list of keywords to choose from, and if you’ve got more than a few dozen it’s just a bit unmanageable. *iPhoto* doesn’t offer the hierarchical keyword organisation you get in more sophisticated image cataloguing programs, such as *Aperture* and *Lightroom*, but then if you need that kind of control, maybe you should be thinking about upgrading anyway.

> *“Keywords can speed up searches and help you think more clearly about how you categorise pictures”*

The other approach you can take is to plan your keywords from the start using the Keywords and Manage My Keywords panels, and then stick to your keywords list when you’re tagging your photos.

Another neat trick is *iPhoto’s* ability to assign single-letter shortcuts to specific keywords. You can do this manually using the Keywords panel (see below). When you create new keywords with the Manage My Keywords panel, *iPhoto* will assign them automatically.

One more thing: for better or worse, Apple has changed the way keywords are displayed in *iPhoto ’11*, so if you’re used to the old system of displaying them beneath your photo thumbnails, you’ll have to think again – and that’s where we begin…

Rod Lawton

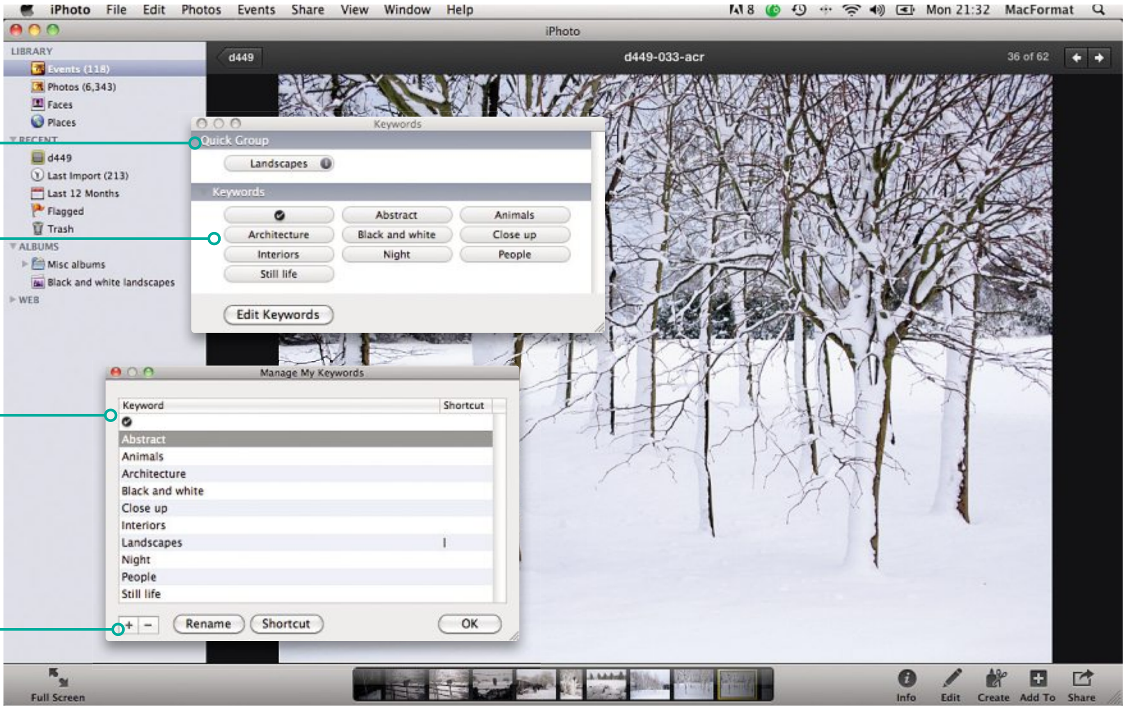
>> QUICK LOOK / iPhoto’s Keywords panel

Quick Group
Any keywords you drag here will be assigned a single-letter shortcut automatically.

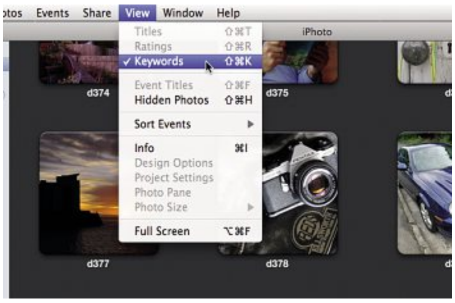
Keywords panel
Use the **Keywords** panel to help you organise your photos.

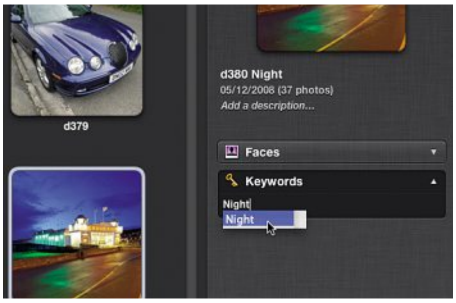
Manage My Keywords
Click **Edit Keywords** to bring this panel up.

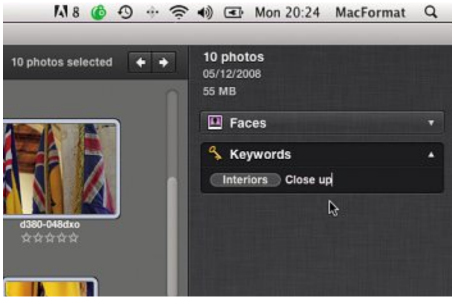
Add/Remove keywords
Use these buttons to add/remove keywords.


iPhoto File Edit Photos Events Share View Window Help
Mon 21:32 MacFormat
iPhoto
LIBRARY
Events (118)
Photos (6,343)
Faces
Places
RECENT
d449
Last Import (213)
Last 12 Months
Flagged
Trash
ALBUMS
Misc albums
Black and white landscapes
WEB
d449
d449-033-acr
36 of 62
Keywords
Quick Group
Landscapes
Keywords
Abstract
Animals
Architecture
Black and white
Close up
Interiors
Night
People
Still life
Edit Keywords
Manage My Keywords
Keyword
Shortcut
Abstract
Animals
Architecture
Black and white
Close up
Interiors
Landscapes
Night
People
Still life
Rename
Shortcut
OK
Full Screen
Info
Edit
Create
Add To
Share

HOW TO / Set up and use keywords


Photos
Events
Share
View
Window
Help
iPhoto
Titles
Ratings
✓ Keywords
Event Titles
Hidden Photos
Sort Events
Info
Design Options
Project Settings
Photo Pane
Photo Size
Full Screen
d374
d375
d377
d378


d379
d380 Night
05/12/2008 (37 photos)
Add a description...
Faces
Keywords
Night
Night


Mon 20:24
MacFormat
10 photos selected
10 photos
05/12/2008
55 MB
Faces
Keywords
Interiors
Close up
d380-048dxo

01 Displaying keywords

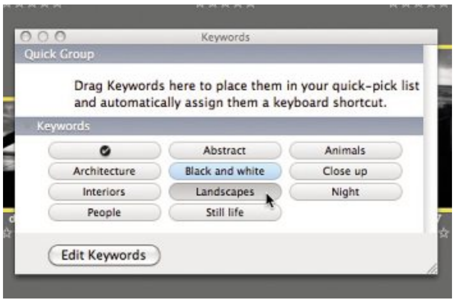
There is a potentially confusing change to the way keywords are displayed in *iPhoto '11*. Open the **View** menu and choose **Titles**, **Ratings** and **Keywords** as before, but while **Titles** and **Ratings** still appear beneath the thumbnails, **Keywords** only appear in **Info**.

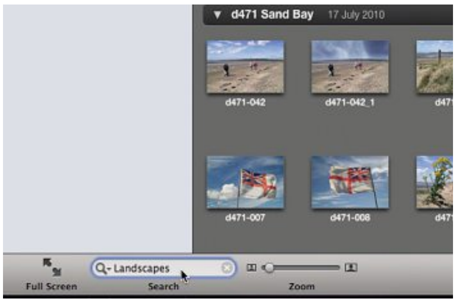
02 Adding keywords

This does at least allow more room for the keywords display, though. Just start typing, and if the keyword already exists, it will appear in the menu below the entry field. If the keyword doesn't exist, *iPhoto* adds it. You can add keywords to entire **Events**, too.

03 Multiple keywords

Add keywords to one image or many at a time. Select the photo(s) and start typing. There's no limit to the number of keywords you can add to an image, although the way *iPhoto* stores keywords as a list means it can be hard to manage them if you keep adding new ones.


Drag Keywords here to place them in your quick-pick list and automatically assign them a keyboard shortcut.
Keywords
Quick Group
Keywords
Abstract
Animals
Architecture
Black and white
Close up
Interiors
Landscapes
Night
People
Still life
Edit Keywords

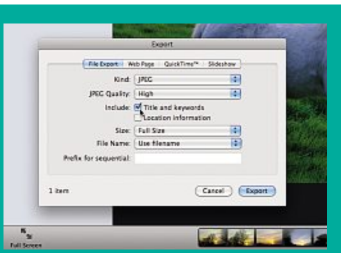

d471 Sand Bay
17 July 2010
d471-042
d471-042_1
d471-007
d471-008
Landscapes
Full Screen
Search
Zoom

04 The keywords panel

To keep keywords under control and stick to a pre-determined list, use the **Keywords** panel instead. For this, use the Window > Manage My Keywords command, or tap ⌘+K. To use it, first select your photos, then click on the keyword you want to apply to them.

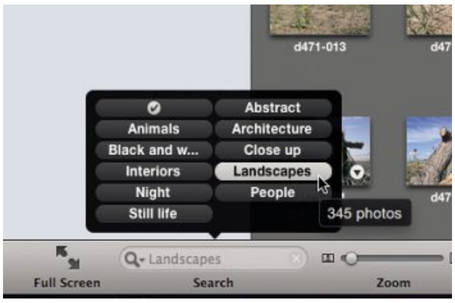
05 Searches

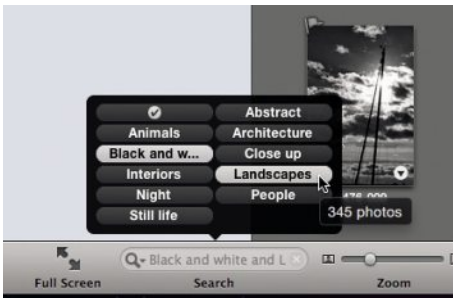
In *iPhoto '11*, you now have to click the **Search** button to display the search field. This works as before, so you can start typing a keyword and *iPhoto* will find matches as you type. However, it will look in all the image data, including filenames and descriptions.

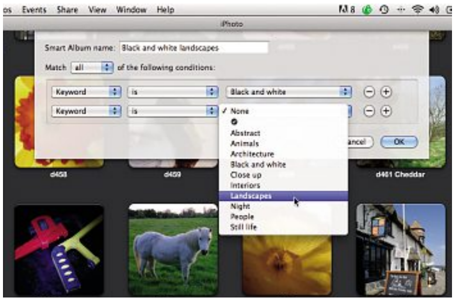

Export
File Export
Web Page
QuickTime
Slideshow
Kind: JPEG
JPEG Quality: High
Include: Title and keywords
Location information
Size: Full Size
File Name: Use filename
Prefix for sequential:
1 item
Cancel
Export
Full Screen

QUICK TIP

If your photos already have keywords, *iPhoto* will add them to its list when you import the photos. However, any keywords you add in *iPhoto* are stored and not applied to the photo. To do this export the photo and tick the **Include: Title and keywords** box.


d471-013
Abstract
Animals
Architecture
Black and w...
Close up
Interiors
Landscapes
Night
People
Still life
345 photos
Landscapes
Full Screen
Search
Zoom


Abstract
Animals
Architecture
Black and w...
Close up
Interiors
Landscapes
Night
People
Still life
345 photos
Black and white and L
Full Screen
Search
Zoom


Smart Album name: Black and white landscapes
Match all of the following conditions:
Keyword is Black and white
Keyword is
Events
Share
View
Window
Help
iPhoto
✓ None
Abstract
Animals
Architecture
Black and white
Close up
Interiors
Landscapes
Night
People
Still life
Cancel
OK
d458
d459
d461 Cheddar

06 Search for keywords

If you want to restrict your search to keywords only, click the pop-up menu to the left of the search field and choose **Keyword**. *iPhoto* will now display a panel with your keywords. If you click the one you want it will display only those images that have that keyword.

07 Multiple keywords

The other limitation of simple searches is you can't specify more than one search keyword. But when you use the **Keyword search** option, you can. Here, we've narrowed down the search by clicking on both the **Black and white** and **Landscapes** keywords.

08 Smart albums

Keywords take time to apply, but give you more scope later. If you often want images that match one or more keywords, you can save yourself time by creating a smart album that uses these keywords as search criteria and then select **All** from the **Match** pop-up. ●

iMovie
Project Library
Project – News
News
Holiday Report
Event Library
Set Theme...
Transitions
News 1
News 2
News 3
News 4
Cross Dissolve
Cross Blur
Cross Zoom
Ripple
MacBook Pro

Make your own newsflash

Use iMovie's new theme to make a news report, and post it online

>> KEY INFO

DIFFICULTY: Intermediate

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: Footage captured and stored in iMovie, an internet connection, a good understanding of the iMovie interface

Ever wanted to do your own news bulletin? *iMovie*'s always made it easy to edit any footage you throw at it, but the latest version, *iMovie '11*, introduces a new theme designed to mimic a news programme's visual effects.

When unveiled in the previous version, themes offered visually attractive transitions and titles for your projects. You were unable to mix and match different-themed transitions in a single project, but that would defeat the purpose of helping you create a style throughout your work.

iMovie '11 takes themes to the next level, by adding two new subjects to centre your film on. One is **Sports** and the other, **News**. The latter is the one we'll be focussing on in this tutorial. Watch any current affairs programme and you'll be bombarded with visual effects, slick transitions and lower thirds (the term used for the descriptive text across the bottom of the screen).

All you have to do is film your introductions and links between your various stories and all of *iMovie*'s special transitions will give your project a much more professional touch. But the best news footage is worthless if no-one gets to see it.

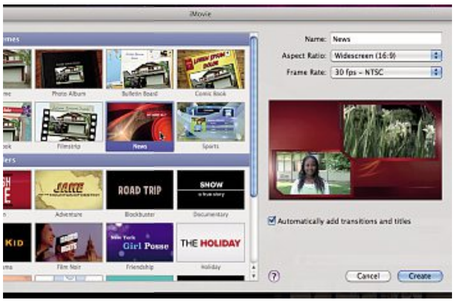
> *"iMovie '11 takes themes to the next level, by adding two new subjects to centre your film on"*

You've always been able to upload your project straight to YouTube, but *iMovie '11* does one better: in addition to Vimeo – another video sharing website similar to YouTube – you can send your video to CNN iReport as well. This site, hosted by CNN, is designed for regular people to give them a chance to create and show their own stories. Despite it being a US company, anyone worldwide can submit a story.

In this tutorial, we'll show you how to use the **News** theme, customise it to your exact needs and upload it to CNN iReport. All you'll need is a story, and you'll be good to go!

Steve Paris

»HOW TO / Create a news story in iMovie '11

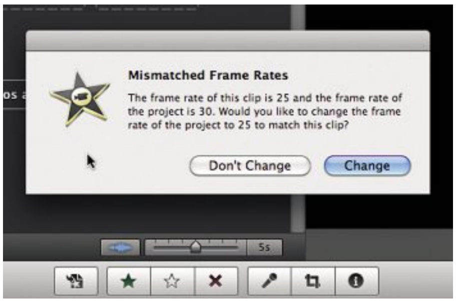


Name: News
Aspect Ratio: Widescreen (16:9)
Frame Rate: 30 fps – NTSC
☑ Automatically add transitions and titles

iMovie
News
Cancel
Create

01 A New Project

Go to File > New Project. The drop-down sheet offers you a choice of themes and trailers (the latter were explored in a previous issue). Click on the **News** theme to see a preview of it in the thumbnail to the right. When you're ready, click on the **Create** button.



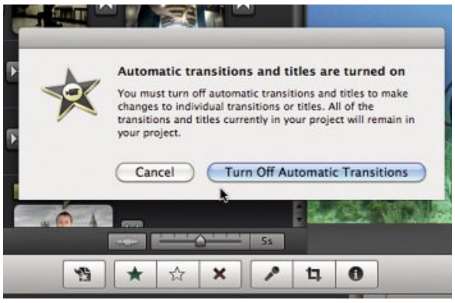
Mismatched Frame Rates

The frame rate of this clip is 25 and the frame rate of the project is 30. Would you like to change the frame rate of the project to 25 to match this clip?

Don't Change
Change
5s

02 Build your broadcast

Start dragging your footage from your Event(s) into the project. *iMovie* may inform you that the clip you're adding doesn't match the project's format: that's because it expects 30 frames per second and PAL is 25; click on **Change** if that happens.



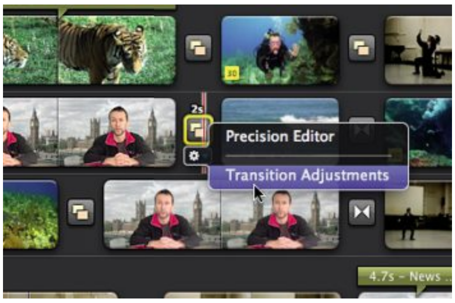
Automatic transitions and titles are turned on

You must turn off automatic transitions and titles to make changes to individual transitions or titles. All of the transitions and titles currently in your project will remain in your project.

Cancel
Turn Off Automatic Transitions
5s

03 Customise transitions

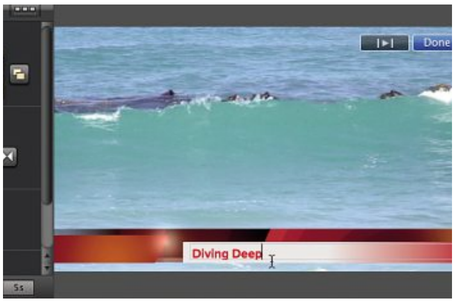
Those transitions are placed in a pre-determined way which may not work for your project. Go to Window > Transitions. Top of that list are four unique transitions for your theme. Drag one to your project. You'll be asked if you want to turn off automatic transitions. Agree.



2s
Precision Editor
Transition Adjustments
4.7s – News

04 A new duration

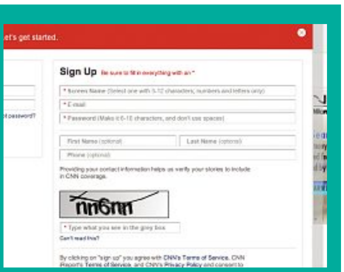
To alter the length of a transition, mouse over it to reveal a cog wheel button. Click it to open a menu. Choose **Transition Adjustments**. Type in a new value in the field. If you want all your transitions to be the same length, tick the **Applies to all transitions** box.



Done
Diving Deep
5s

05 Add some titles

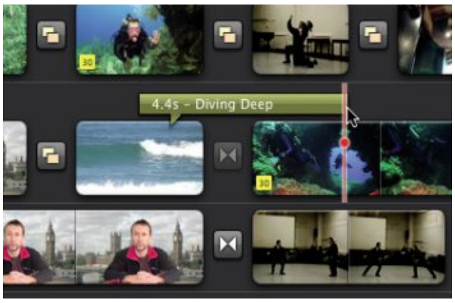
Let's add a lower third to one of your clips. Go to Window > Titles. There are three for you to choose from. Mouse over one to see a quick preview of it, then drag the selection over one of your clips. To customise the text, type directly in the main viewing section.



Let's get started.
Sign Up

»QUICK TIP

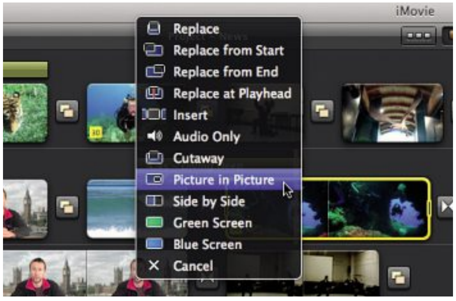
You must register with CNN iReport before you can upload your work. Visit **http://ireport.cnn.com**. Click on 'My iReport profile' and fill in the information in the 'Sign Up' section. Then go to Share > CNN iReport in iMovie and log in from there.



4.4s – Diving Deep

06 Move and stretch

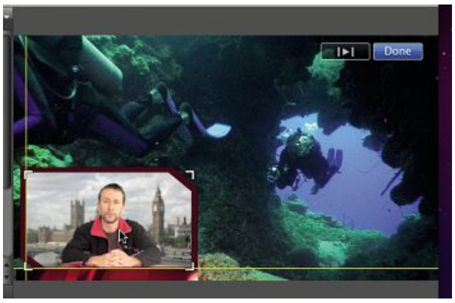
Don't worry if your title isn't in the right place: you can click on it and drag it around. You can also alter its duration, but you don't need a command in a menu for that: move the cursor to one of its edges and drag it to the left or right. Your title can span multiple clips too.



iMovie
Replace
Replace from Start
Replace from End
Replace at Playhead
Insert
Audio Only
Cutaway
Picture in Picture
Side by Side
Green Screen
Blue Screen
Cancel

07 Advanced Tools

You can create an effect where the newsreader is seen in one part of the screen while the main image shows the story they're reporting. Open **Preferences** and make sure **Show Advanced Tools** is ticked. Next, drag a clip from an Event onto one in your project.



08 Picture in Picture

A menu with multiple options pops up. Select **Picture in Picture**. The clip will appear top right of the screen but you can drag it to a new location and even resize it: select it in your project to reveal handles in the main preview section. Drag them to alter a clip's dimensions. ●

iTunes File Edit View Controls Store Advanced Window Help
Tue 3:12 PM Ian Osborne
LIBRARY
Music
Movies
TV Shows
Podcasts
Radio
STORE
iTunes Store
Ping
Downloads
GENIUS
Genius
PLAYLISTS
iTunes DJ
90's Music
Classical Music
Music Videos
My Top Rated
Recently Added
Recently Played
Top 25 Most Played
Voice Memos
Selected Item
Albums Artists Genres Composers
AC/DC
Alanis Morissette
Apollyon Sun
Black Sabbath
Bob Dylan
Cathedral
Celtic Frost
Chumbawamba
Conflict
Cro-Mags
Damageplan
David Bowie
Dead Kennedys
The Distillers
Doro
Duane Eddy
Dumpy's SpaceN...
Fairport Conventi...
Florence & The M...
Girlschool
Glenn Hughes
Halford
Hazel O'Connor
Hell Is For Heroes
Herman's Hermits
Iron Maiden
Jello Biafra & Moj...
Jerry Lee Lewis
Jethro Tull
Johnny Cash
Johnny Kidd & Th...
Judas Priest
Kreator
L7
Lard
Lynyrd Skynyrd
Metallica
Motörhead
Nirvana
Oasis
Orson Welles
Ozzy Osbourne
Pink Floyd
The Ramones
Ray Charles
Roy Orbison
Rush
Saxon
Screamin' Jay Ha...
Sepultura
1 of 59 artists, 2 hours, 197.8 MB
MacBook Pro

Merge iTunes music collections

Give every user account on your Mac access to all the music on your hard drive

>> KEY INFO

DIFFICULTY:
Beginner

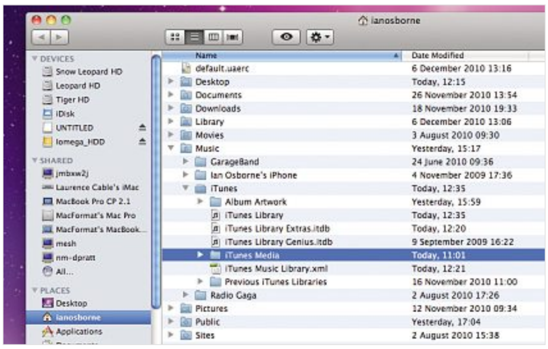
TIME NEEDED:
5 minutes

WHAT YOU'LL NEED:
A Mac with multiple user accounts, iTunes

Perhaps more than one person uses your Mac, each with his or her own user account. If so, the chances are there's a lot of music on the hard drive that you can't add to your *iTunes* library. While tracks stored outside your **iTunes Media** folder can be added to your music collection, if they're inside someone else's home folder, they can't be reached. But there's a solution. Move your *iTunes* music collection to a shared folder and other people with accounts on your Mac can play them natively in their own *iTunes* music library. Any number of people can share their music with other account holders on the same Mac in this way.

After following this tutorial, your main *iTunes* music library will contain all of your own *iTunes* media and also that of other account holders, all seamlessly combined. Tracks or albums that are in several account holders' libraries will appear multiple times in the combined collection, but you can always delete the spares. Finally, if your *iTunes* library was created before *iTunes 9*, your **iTunes Media** folder is called **iTunes Music**.

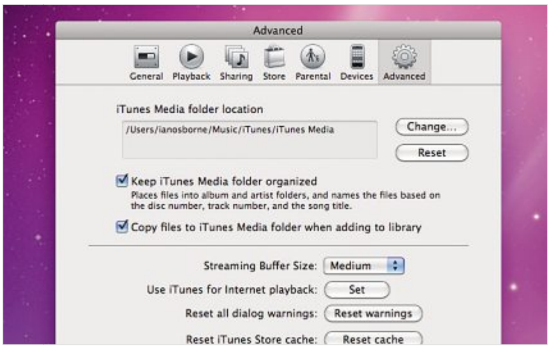
Ian Osborne


ianosborne
DEVICES
Snow Leopard HD
Leopard HD
Tiger HD
iDisk
UNTITLED
Iomega_HDD
SHARED
jmbxw2j
Laurence Cable's iMac
MacBook Pro CP 2.1
MacFormat's Mac Pro
MacFormat's MacBook...
mesh
nm-dpratt
All...
PLACES
Desktop
ianosborne
Applications

Name	Date Modified
default.uaerc	6 December 2010 13:16
Desktop	Today, 12:15
Documents	26 November 2010 13:54
Downloads	18 November 2010 19:33
Library	6 December 2010 13:06
Movies	3 August 2010 09:30
Music	Yesterday, 15:17
GarageBand	24 June 2010 09:36
Ian Osborne's iPhone	4 November 2009 17:36
iTunes	Today, 12:35
Album Artwork	Yesterday, 15:59
iTunes Library	Today, 12:35
iTunes Library Extras.itdb	Today, 12:20
iTunes Library Genius.itdb	9 September 2009 16:22
iTunes Media	Today, 11:01
iTunes Music Library.xml	Today, 12:21
Previous iTunes Libraries	16 November 2010 11:00
Radio Gaga	2 August 2010 17:26
Pictures	12 November 2010 09:34
Public	Yesterday, 17:04
Sites	2 August 2010 15:38

01 Move iTunes Media Folder

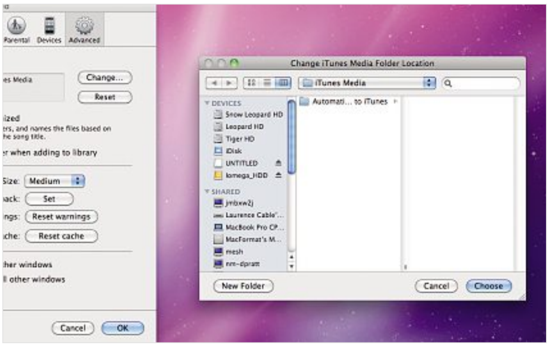
If you have *iTunes* open, quit it. Find your **iTunes Media** folder (or **iTunes Music**, if applicable). It's located in **[User]/Music/iTunes**. Move the **iTunes Media** (or **Music**) folder to your **Public** folder, which is in your home folder. You should only move the **iTunes Media/Music** folder; make sure you don't move the **iTunes** folder, the **iTunes Library** file or the **iTunes Library.xml** file.


Advanced
General
Playback
Sharing
Store
Parental
Devices
Advanced

iTunes Media folder location
/Users/ianosborne/Music/iTunes/iTunes Media
Change... Reset
☑ Keep iTunes Media folder organized
Places files into album and artist folders, and names the files based on the disc number, track number, and the song title.
☑ Copy files to iTunes Media folder when adding to library
Streaming Buffer Size: Medium
Use iTunes for Internet playback: Set
Reset all dialog warnings: Reset warnings
Reset iTunes Store cache: Reset cache

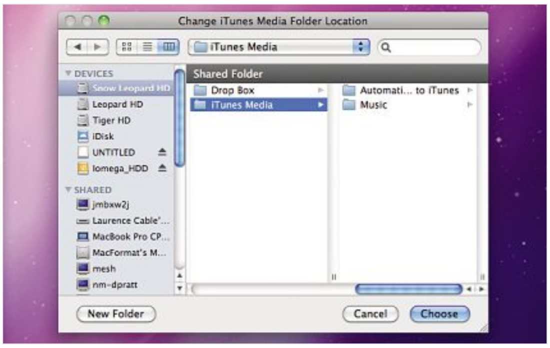
02 iTunes preferences

Open the *iTunes* application. From the **iTunes** menu bar pull-down, select **Preferences**. In the window that appears, click on the **Advanced** icon on the right-hand side of the top row. This gives you a series of controls, including the option to change the location of the **iTunes Media** folder, which is what we're to do now.


Parental
Devices
Advanced
Change...
Reset
Size: Medium
Set
Reset warnings
Reset cache
Cancel
OK
Change iTunes Media Folder Location
iTunes Media
DEVICES
Snow Leopard HD
Leopard HD
Tiger HD
iDisk
UNTITLED
Iomega_HDD
SHARED
jmbxw2j
Laurence Cable'...
MacBook Pro CP...
MacFormat's M...
mesh
nm-dpratt
Automati... to iTunes
New Folder
Cancel
Choose

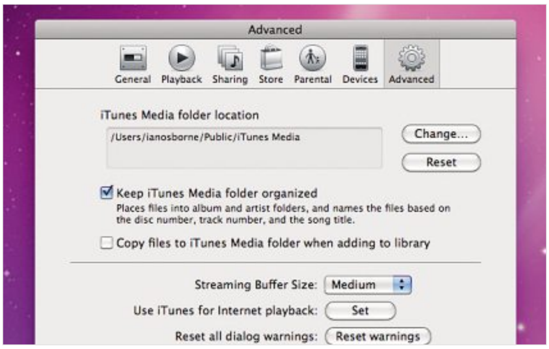
03 Change the location

Our **iTunes Media** folder is currently in our **Public** folder, but we haven't yet told *iTunes*. This is why the folder tree in the **iTunes Media Folder Location** box still points to **[User]/Music/iTunes/iTunes Media**. We must change this now. Click on the **Change** button near the top-right corner, and you're given a *Finder*-style window.


Change iTunes Media Folder Location
iTunes Media
DEVICES
Snow Leopard HD
Leopard HD
Tiger HD
iDisk
UNTITLED
Iomega_HDD
SHARED
jmbxw2j
Laurence Cable'...
MacBook Pro CP...
MacFormat's M...
mesh
nm-dpratt
Shared Folder
Drop Box
iTunes Media
Automati... to iTunes
Music
New Folder
Cancel
Choose

04 Navigate to Media Folder

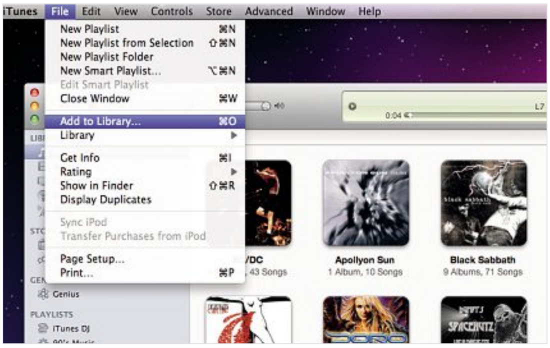
In browser window, navigate to the current location of the **iTunes Media** folder. As it's now in your **Public** folder, go to **Users/Home Folder/Public**. Highlight the **iTunes Media** folder, and click on **Choose**. In the **Preferences** window, click **OK** to update. *iTunes* should play it as normal. Opt to reorganise the files if you wish.


Advanced
General
Playback
Sharing
Store
Parental
Devices
Advanced

iTunes Media folder location
/Users/ianosborne/Public/iTunes Media
Change... Reset
☑ Keep iTunes Media folder organized
Places files into album and artist folders, and names the files based on the disc number, track number, and the song title.
☐ Copy files to iTunes Media folder when adding to library
Streaming Buffer Size: Medium
Use iTunes for Internet playback: Set
Reset all dialog warnings: Reset warnings

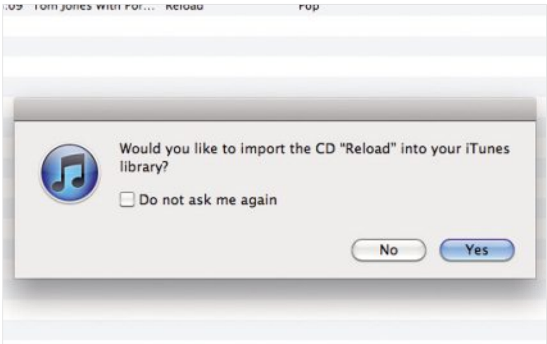
05 Other users' music

Repeat steps 1 to 4 for every account holder on your Mac who wishes to share his or her music library. To add music stored in another user's **Public** folder to your own, open *iTunes*' **Preferences** and click **Advanced**. Deselect the checkbox labelled, **Copy files to iTunes Media folder when adding to library**. Click **OK**.


iTunes
File
Edit
View
Controls
Store
Advanced
Window
Help
New Playlist ⌘N
New Playlist from Selection ⇧⌘N
New Playlist Folder
New Smart Playlist... ⌥⌘N
Edit Smart Playlist
Close Window ⌘W
Add to Library... ⌘O
Library
Get Info ⌘I
Rating
Show in Finder ⇧⌘R
Display Duplicates
Sync iPod
Transfer Purchases from iPod
Page Setup...
Print... ⌘P
Genius
PLAYLISTS
iTunes DJ
Apollyon Sun
1 Album, 10 Songs
Black Sabbath
9 Albums, 71 Songs
43 Songs

06 Add the music

In *iTunes*' **File** menu, select **Add to Library** (or press ⌘+O). From the *Finder* window that opens, navigate to the folder you wish to add, for example: Users > Home Folder (theirs, not yours) > Public. Highlight **iTunes Media** and click **OK**. Repeat this step for every account on your Mac whose music you wish to add to your own library.



Would you like to import the CD "Reload" into your iTunes library?
☐ Do not ask me again
No Yes

07 Add more Music

You now have access to other account holders' music without wasting space by duplicating files. When someone on your Mac adds more tracks or rips a CD to their library, repeat step 6 to update your own with their new music. You can navigate past the **iTunes Media** folder and directly to the newly added material if you wish. ●

>>EXPERT TIP

Drag
Artwork
Here

Importing album art

Your combined *iTunes* library may have some album artwork missing, whether because users left it blank or it's not carrying over from their now-shared libraries. To add album artwork, select **Get Album Artwork** from *iTunes*' **Advanced** menu. You need to be signed into your iTunes Store account. If *iTunes* can't find the artwork, you can add album art by hand. Find a suitable image on the web, or scan the album cover yourself. Now make sure the **Selected Item** window is visible; in the bottom-left corner of the *iTunes* window, press the fourth icon – the square with the triangle in it. Open the album to which you wish to add art, and select every track. Drag the image onto the **Selected Item** window to add it for the entire album.

>>QUICK TIP

We moved each user's **iTunes Media** folder into that person's **Public** folder, since by default it's shared with other account holders on the same Mac. You don't have to use the **Public** folders, though; any folder that's shared between all users will do.

Pages File Edit Insert Format Arrange View Window Share Help
Mon 10:01
Under The Oak Tree (Word Processing)
Under The Oak Tree
A short story
By
James Stanford
Object Placement
Text Fit
Media
Audio Photos Movies
iPhoto
Events
Photos
Faces
Places
Holiday 2010
Last Import
17 items
Page 1 of 18
MacBook

Pages can help turn your creative thoughts into reality...

Create your own eBook

Publish the next bestseller or share your writing with friends on the iPad

>> KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 20 minutes

WHAT YOU'LL NEED:
iWork, Mac OS X Leopard or higher, iPad (optional)

We've all wanted to write our own book. Well, perhaps not all of us exactly, but penning your own title doesn't have to be with a view to becoming the next Dickens.

Whether you want to supply instructional information, author your own memoirs or simply share some stories with others, *iWork's Pages* is the ideal tool on the Mac to do so, with its support of the ePub format, added in a recent update. If you haven't installed the latest version of *iWork*, check via *Software Update* to make sure you have the correct version before continuing with this tutorial.

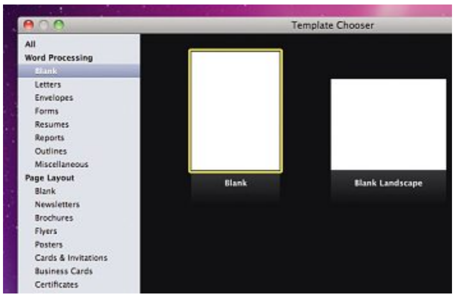
ePub is a universal digital book format that is used by the *iBooks* app found on the iPhone, iPad and iPod touch as well as a number of eBook readers. Using stylish formatting and images, the word-processing portion of *Pages* is a powerful way to put together in minutes a great-looking title that anyone can read. Of course, the writing of your book may take a little more time, but the layout and export to ePub using *Pages* takes no time at all. While it's fun to put together your own editorial for your own entertainment, the future is looking increasingly digital when it comes to books, and the rise of the self publisher is only aided by software such as *Pages* and the iBooks store. If you're serious about getting your work out there, it can't hurt to write your transcript in *Pages* so you can quickly export it to ePub should the need arise.

> *"Penning your own title doesn't have to be with a view to becoming the next Dickens"*

In this tutorial, we'll show you how to organise and type up your eBook, add pictures and then export it ready to be viewed on an iPhone or iPad in *iBooks*. Whether you want to share your book with friends or make some money from selling it, *Pages* is the ideal launchpad for your creative genius.

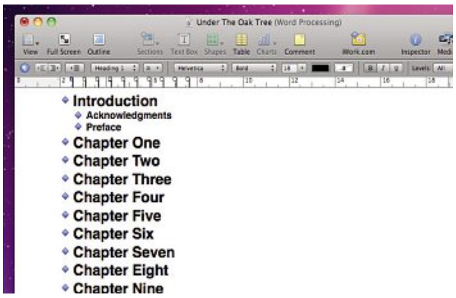
Ben Harvell

HOW TO / Edit and export your book to ePub format


Template Chooser
All
Word Processing
Blank
Letters
Envelopes
Forms
Resumes
Reports
Outlines
Miscellaneous
Page Layout
Blank
Newsletters
Brochures
Flyers
Posters
Cards & Invitations
Business Cards
Certificates
Blank
Blank Landscape

01 Blank canvas

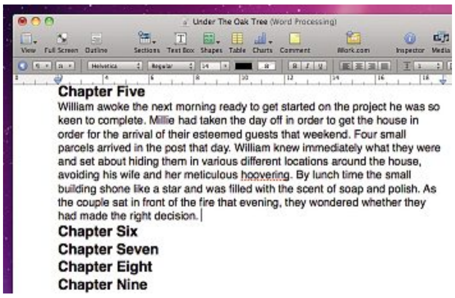
Start by launching *Pages* and selecting **Blank** under **Word Processing** from the **Template Chooser**. From here choose the blank document in portrait orientation as it will work best when displaying your eBook. When you're done, click on **Choose** to open your new project.


Under The Oak Tree (Word Processing)
View
Full Screen
Outline
Sections
Text Box
Shapes
Table
Charts
Comment
iWork.com
Inspector
Media

- Introduction
  - Acknowledgments
  - Preface
- Chapter One
- Chapter Two
- Chapter Three
- Chapter Four
- Chapter Five
- Chapter Six
- Chapter Seven
- Chapter Eight
- Chapter Nine

02 Plan your chapters

If you already have your book planned, it's best to start by structuring it using *Pages'* **Outline** mode. Click on **Outline** from the toolbar and add your chapters one by one. If you need to add sub-titles within a chapter, hit ⇥ to demote a heading in your book.


Under The Oak Tree (Word Processing)
View
Full Screen
Outline
Sections
Text Box
Shapes
Table
Charts
Comment
iWork.com
Inspector
Media

Chapter Five

William awoke the next morning ready to get started on the project he was so keen to complete. Millie had taken the day off in order to get the house in order for the arrival of their esteemed guests that weekend. Four small parcels arrived in the post that day. William knew immediately what they were and set about hiding them in various different locations around the house, avoiding his wife and her meticulous hoovering. By lunch time the small building shone like a star and was filled with the scent of soap and polish. As the couple sat in front of the fire that evening, they wondered whether they had made the right decision.

Chapter Six

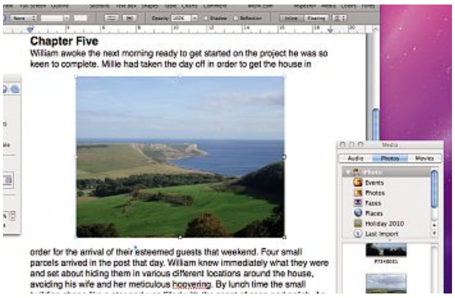
Chapter Seven

Chapter Eight

Chapter Nine

03 Get writing

Now it's time for the job of writing your book. Click on the **Outline** button again to return to the standard *Pages* view and write your text within your designated chapters. Start by clicking at the end of the chapter title and hit ↩ to begin typing the body text.


Media
Audio
Photos
Movies
iPhoto
Events
Photos
Faces
Places
Holiday 2010
Last Import

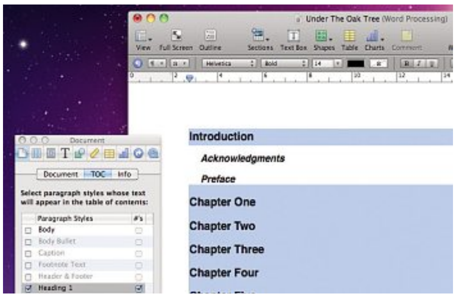
Chapter Five

William awoke the next morning ready to get started on the project he was so keen to complete. Millie had taken the day off in order to get the house in

order for the arrival of their esteemed guests that weekend. Four small parcels arrived in the post that day. William knew immediately what they were and set about hiding them in various different locations around the house, avoiding his wife and her meticulous hoovering. By lunch time the small

04 Add images

To add an image to your book use the **Media** pane from the toolbar or drop a picture in from another location on your Mac. As with any image in *Pages* you can adjust it using the **Inspector** pane, and also move and resize the image using the control points surrounding it.


Under The Oak Tree (Word Processing)
View
Full Screen
Outline
Sections
Text Box
Shapes
Table
Charts
Comment
Document
Document
TOC
Info
Paragraph Styles
Body
Body Bullet
Caption
Footnote Text
Header & Footer
Heading 1

Select paragraph styles whose text will appear in the table of contents:

Introduction

Acknowledgments

Preface

Chapter One

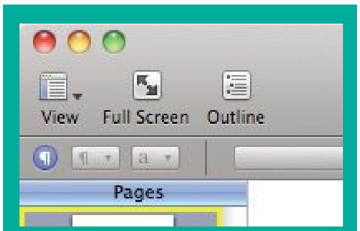
Chapter Two

Chapter Three

Chapter Four

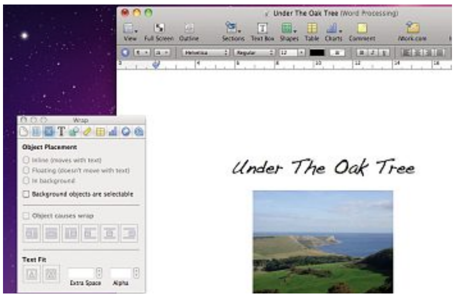
05 Table of contents

When you're done writing chapters, head back to the top of your document and click to select, placing the cursor just before the first chapter. Go to the **Insert** menu and select **Table of Contents** to add a list of your chapters and subheadings to the start of your book.


View
Full Screen
Outline
Pages

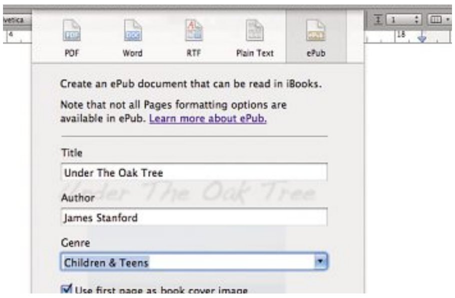
QUICK TIP

A copy of *ePub Best Practices for Pages* is available to download from the Apple website. It explains how to make the most of paragraph styles in order to create the best books in ePub format. An important tip is to keep images in line with text so they display properly.


Under The Oak Tree (Word Processing)
Wrap
Object Placement
Inline (moves with text)
Floating (doesn't move with text)
In background
Background objects are selectable
Object causes wrap
Text Fit
Extra Space
Alpha
Under The Oak Tree

06 Cover page

To add a title and a cover page, move to the beginning of your book and insert an image for the cover. On the next page, add the title. When viewed in *iBooks*, the first page will be used as the cover, so make sure the image looks great or resort to a plain text title.


PDF
Word
RTF
Plain Text
ePub

Create an ePub document that can be read in iBooks.

Note that not all Pages formatting options are available in ePub. Learn more about ePub.

Title: Under The Oak Tree

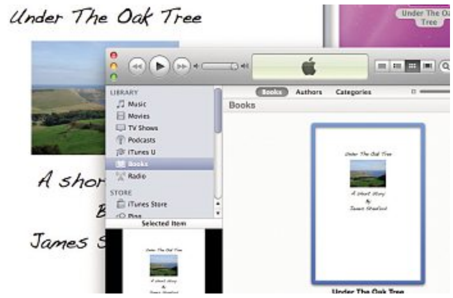
Author: James Stanford

Genre: Children & Teens

☑ Use first page as book cover image

07 Export to ePub

When you're done, make sure you save your document and then head to the **File** menu. Select **Export** and then choose the **ePub** tab. Enter the title of your book, the author name and a genre and select if you would like to use the first page of your book as the cover image.


Under The Oak Tree
A shor
James S
LIBRARY
Music
Movies
TV Shows
Podcasts
iTunes U
Books
Radio
STORE
iTunes Store
Ping
Selected Item
Books
Authors
Categories
Books
Under The Oak Tree

08 Add to iTunes

Save your book to your hard drive and then drag the file into *iTunes* to add it to your **Library**. The next time you sync your iPhone or iPad, make sure the book is added under the **Books** tab in *iTunes*. Your book will now appear in *iBooks* on your device. ●

Master the Mac App Store

Everything you need to get started in a flash with Apple's latest offering

>> KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 20 minutes

WHAT YOU'LL NEED: Intel Mac, Mac OS X 10.6.6, iTunes account, internet connection

Following the success of the App Store for iPhone, iPad and iPod touch, the Mac equivalent was introduced in January with more than a 1,000 apps. If you've used the iOS App store, this will seem familiar. Browse the store front for apps, download them using your Apple ID (the one you use for iTunes and iOS App Store purchases), and they're automatically installed on your Mac, ready to use.

But there are some differences: most importantly, this isn't the only way to get software for your Mac – you can still load it the traditional way. Now, fire it up from your Dock or the menu and let's have a look.

Laurence Cable

Existing programs

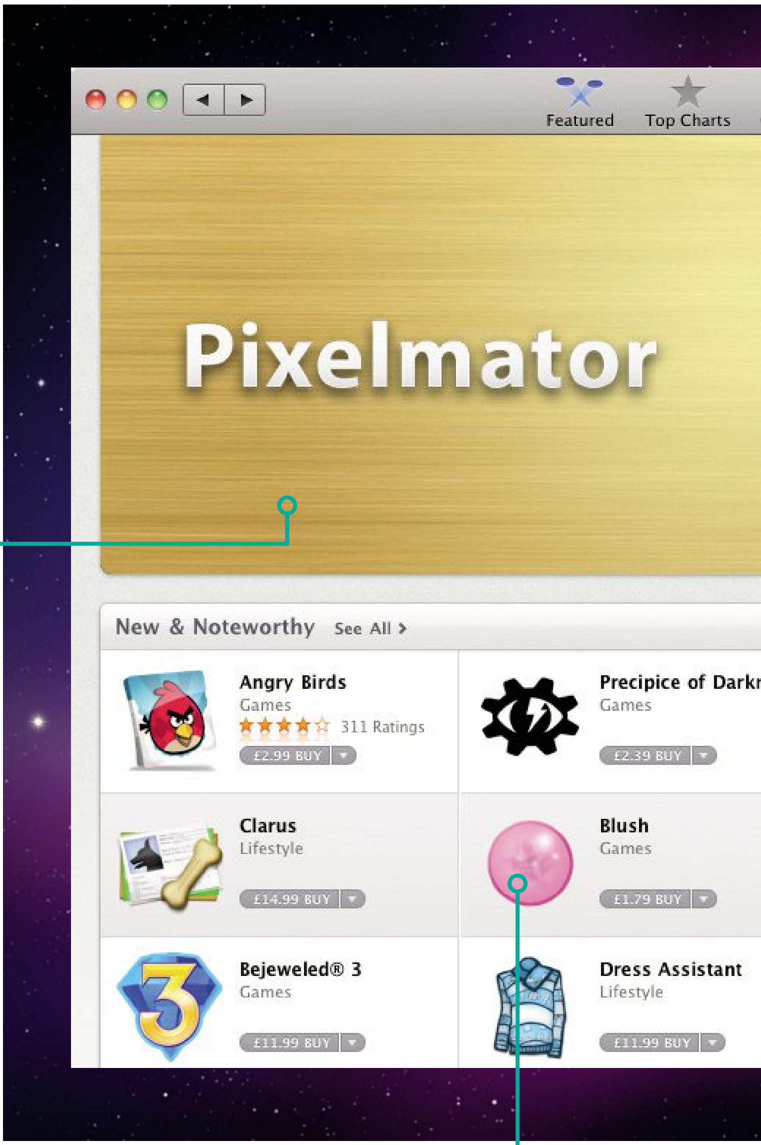
Apps you installed outside of the App Store will show up as **Installed** if the version number is the same. However, say you previously bought *iLife '11* and its apps show up as **Installed** on the App Store, then you accidentally delete *iPhoto* – get it back using the disc, rather than the App Store as you'll be charged. Only reinstall things listed in **Purchases**.

iLife '11
iPhoto
Photography
iMovie
Video
GarageBand
Music
INSTALLED
INSTALLED
INSTALLED

Featured apps

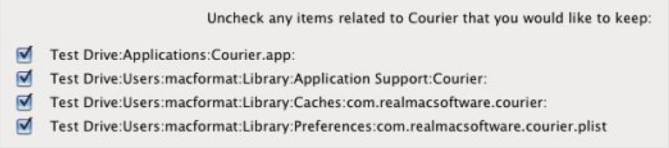
The **Featured** screen is your entry point to the store, with new and key apps showcased at the top. Below, you'll find lists of the most popular paid-for and free apps, as well as a Quick Links bar where you can access your account. The lists change, so check them regularly to discover new apps for your Mac. Note the **See All** links, which take you to the full listings for the area you've clicked on.

To find out more about an app, click its name or icon. If you want to buy it immediately, click the price tag to grab the app straight away.



Removing apps

If you decide you no longer want an app, free up space on your Mac by removing it. Dragging its icon off your Dock will remove it from there but will leave the app in your **Applications** folder. You can delete it by dragging the app from your **Applications** folder to the Trash – though this won't necessarily get rid of any files the app has installed elsewhere on your system. So it's best to use a program such as *AppDelete* (which was on *MF229's* disc) or *AppCleaner* (on the disc this month - see page 38) to get rid of things properly.



Uncheck any items related to Courier that you would like to keep:

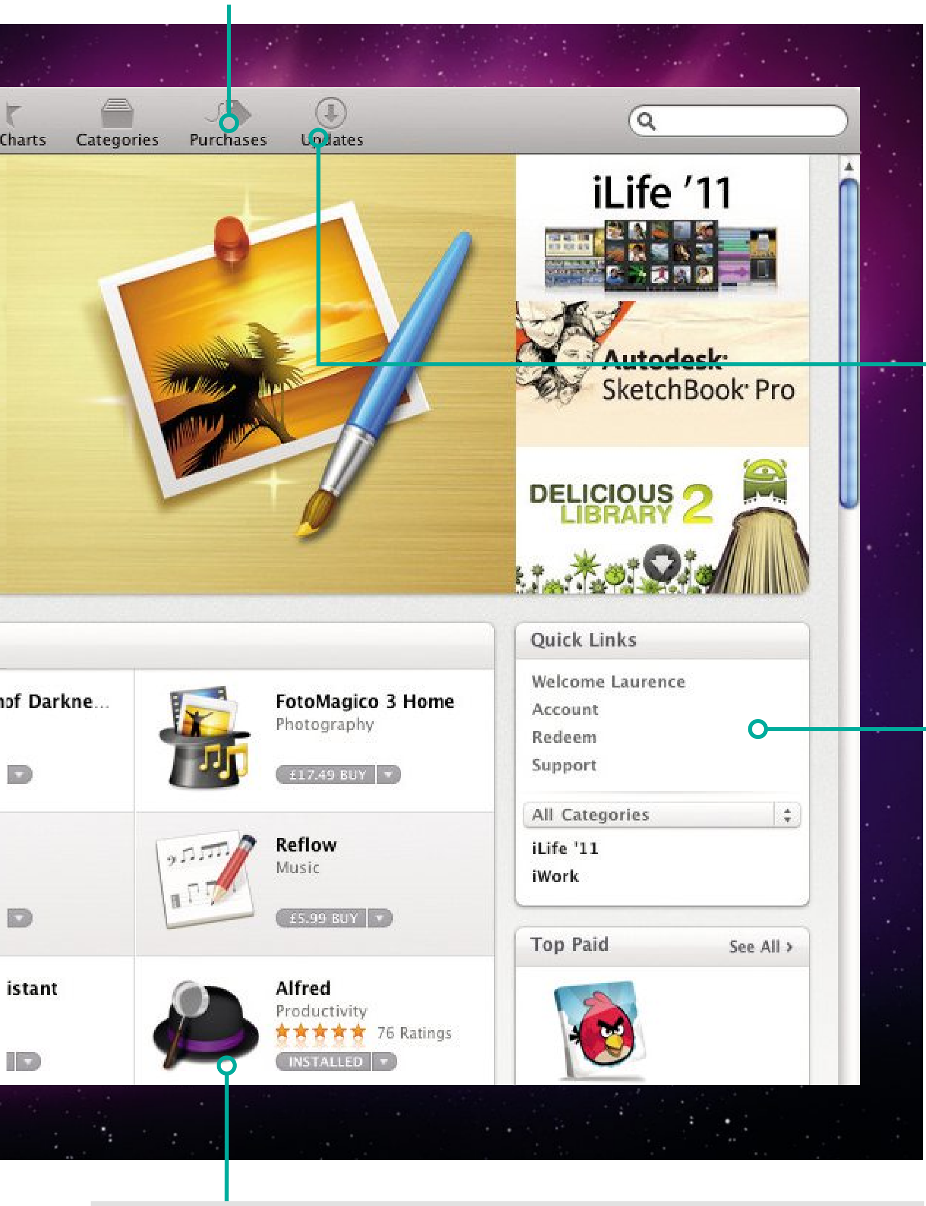
☑ Test Drive:Applications:Courier.app
☑ Test Drive:Users:macformat:Library:Application Support:Courier:
☑ Test Drive:Users:macformat:Library:Caches:com.realmacsoftware.courier:
☑ Test Drive:Users:macformat:Library:Preferences:com.realmacsoftware.courier.plist

Downloading apps

To find out a bit more about an app, click its name or icon to jump to its product page, where you'll find its vital stats and a link to buy. Click this, and you'll be asked to sign in with your Apple ID. If you already have one, you may be asked to confirm your payment card details. If you haven't yet got an Apple ID, click the button to set one up. Once you've signed in, you'll see the app's icon fly down into your Dock and start downloading, and it'll appear as Installed on its product page. Remember the Dock icon is just a shortcut to the main app, which will reside in your **Applications** folder. As soon as it's downloaded, the app's ready to use.

Purchases and reinstalling apps

Anything you buy is recorded on your Apple account, meaning you can download it again for free. So if the worst happens and your hard drive fails, you can download your App Store-bought stuff again, if they're still available. They may not be, of course, so this is no substitute for keeping your own *Time Machine* backup. To reinstall a bought app, all you need to do is click the **Install** button on the **Purchases** screen and it'll download again.


Charts
Categories
Purchases
Updates
iLife '11
Autodesk SketchBook Pro
DELICIOUS LIBRARY 2
of Darkne...
FotoMagico 3 Home
Photography
£17.49 BUY
Reflow
Music
£5.99 BUY
istant
Alfred
Productivity
76 Ratings
INSTALLED
Quick Links
Welcome Laurence
Account
Redeem
Support
All Categories
iLife '11
iWork
Top Paid
See All ›

Sharing the app love

Unlike on the iOS App Store, you can't 'gift' apps to your friends or family, but you could get them an iTunes gift voucher, which can be used on the App Store. To use these, sign into your account and click **Redeem** on the **Featured** screen. You can recommend an app to someone by clicking the drop-down menu to the right of the price label and selecting **Tell a Friend**.

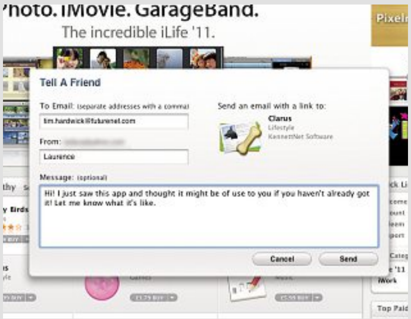


Photo. iMovie. GarageBand.
The incredible iLife '11.
Cancel
Send

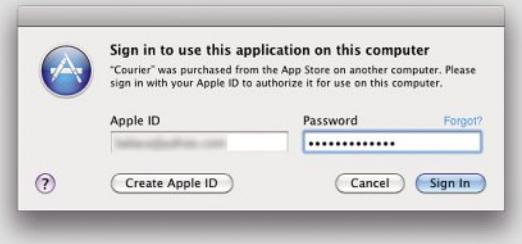
Tell A Friend

To Email: (separate addresses with a comma) tim.hardwick@futurenet.com

From: [redacted] Laurence

Send an email with a link to: Clarus, Lifestyle, KennettNet Software

Message: (optional) Hi! I just saw this app and thought it might be of use to you if you haven't already got it! Let me know what it's like.


Forgot?
Create Apple ID
Cancel
Sign In

Sign in to use this application on this computer

"Courier" was purchased from the App Store on another computer. Please sign in with your Apple ID to authorize it for use on this computer.

Apple ID: [redacted]

Password: •••••••••••••

Multiple Macs

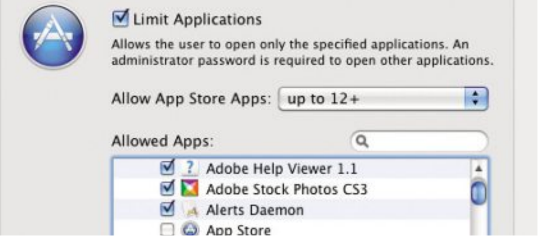
If you own more than one Mac, you can install the same app on all of them. There's no five-machine limit. To install an app on another Mac, sign into the App Store using your Apple ID and download it via **Purchases**, or copy the app from your **Applications** folder to the other Mac's. When you open it for the first time on the new machine, you'll be asked for your Apple ID and password to activate it.

Updates

When developers release updates to apps you've bought via the App Store, they'll appear under **Updates**. But existing apps you bought outside the App Store won't offer their updates here – you'll need to get the latest versions yourself, even if it says Installed on the main App Store. Updates to apps you get from the Store are free.

Useful options

The **Quick Links** bar gives you quick access to your Apple account, where you can change your address and payment details. It also contains the **Redeem** function, which is where you can use iTunes gift cards, plus a link to the support site. Below it, you can quickly jump to categories of apps using the drop-down. And right up at the top of the window is a search bar, which does what it says on the tin.



☑ Limit Applications

Allows the user to open only the specified applications. An administrator password is required to open other applications.

Allow App Store Apps: up to 12+

Allowed Apps:

☑ Adobe Help Viewer 1.1
☑ Adobe Stock Photos CS3
☑ Alerts Daemon
☐ App Store

Parental Controls

Control how your kids use the App Store. Go to System Preferences > Parental Controls and select the account they use. Under **Apps** on the right, tick **Limit Applications** and untick **App Store** under **Other Apps**. They'll now need the administrator password. To limit what downloaded apps they can open, choose an age restriction. Remember this only applies to App Store purchases.

Also, once you've entered your Apple ID password on the store, you can make purchases without entering it again for around 15 minutes. Keep this in mind if you leave your children unattended on the store, or if you idly click the **Buy** button on an expensive app. ●

Skitch File Edit Capture Image Window Help
Dashboard
Skitch
Save History
Welcome to the Apple Store
iPad
iPhone
iPod shuffle
iPod nano
iPod touch
iPod classic
MacBook
MacBook Pro
MacBook Air
Free delivery on orders over
skitch.com
Image page link
Click to copy
Tweet this image
Details
Share
Drag Me
MacBook Pro

Capture and share images

Use Skitch to grab, edit, annotate and share screen grabs and photos

KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 15 minutes

WHAT YOU'LL NEED: Skitch 1.0.1 or later, Mac OS X 10.5 or later, a web connection

Skitch is an oddball. The interface doesn't look like any other Mac app, and it often behaves differently, too. Crucially though, despite its quirkiness, it's a highly intuitive product, making it a cinch to take screen grabs or existing images, annotate and edit them, and get them on the internet – either to share with everyone, or as private online storage for your own needs.

The walkthrough shows the basics of working with *Skitch*. Once you've followed those steps, explore the application and you'll find many other interesting details. For example, the annotation tools are vector-based, making *Skitch* a competent tool for basic diagrams and sketches; and annotations never affect the 'background', whether it's a flat colour, transparent or a grab. You can also save your current progress to the *Skitch* history by clicking **Save**, and activate tool tips in the **General** section of the **Settings**, for handy live tips.

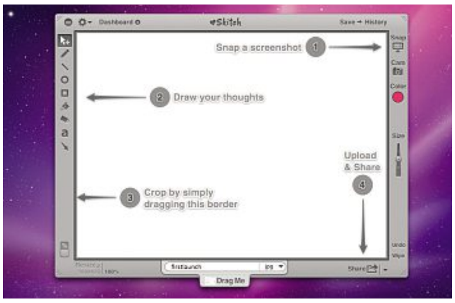
Skitch also has an online component, reminiscent of Flickr. You can access this by clicking **Dashboard** in the application, whereupon your online space's admin area will load. Here, you can manage images you've uploaded, share items to various services, and amend the details and privacy settings of your images.

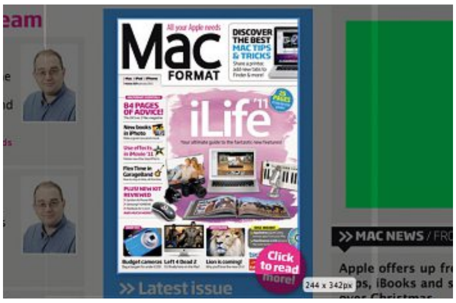
> *"It's a highly intuitive product, making it a cinch to annotate and edit images, and get them on the internet"*

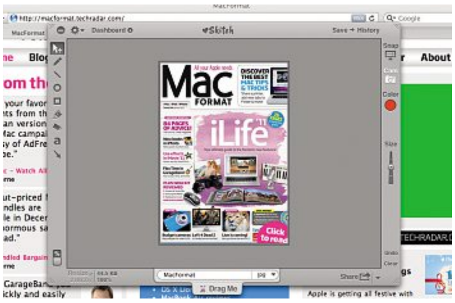
The walkthrough assumes you've already downloaded and installed *Skitch*, and that we work with the free version of the application. This has certain limitations, such as not providing access to all tools and features, along with periodically popping up a bit of advertising for the paid-for product. You can find out all of the differences between the free version and *Skitch Plus* ($15, or about £10, at the time of writing) at **https://skitch.com/features**, but for general use, you should find the free version is sufficient.

Craig Grannell

HOW TO / Get to grips with Skitch


Snap a screenshot 1
2 Draw your thoughts
3 Crop by simply dragging this border
Upload & Share 4
Drag Me





01 Get started

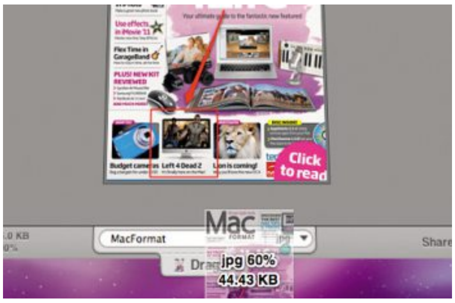
Launch *Skitch* and create a free account. When the main window appears, it'll show you the location of its workflow components: to the top-right are the **Snap** and **Cam** buttons (for grabbing content), to the left are annotation tools, and bottom-right is the **Share** button.

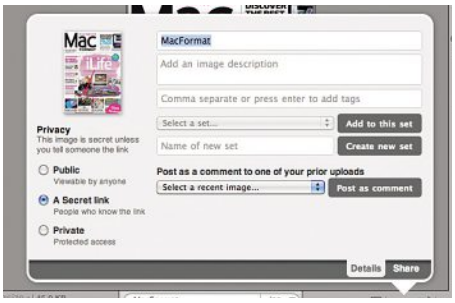
02 Grab some content

Open a browser and find some content to grab. Either click *Skitch* in the menu bar and click **Grab** or use the shortcut ⌘+⇧+5 to bring up the crosshair. Drag a selection to grab it. (esc cancels if you change your mind.) Note: in crosshair mode, you click a window to grab it.

03 Resize and crop

To resize an image in *Skitch*, drag any of the window's corners. If you want the image to be smaller than the window, keep dragging. To crop your image, hover over the image's frame until the cursor changes and dotted lines appear around it, then drag the edges inwards.


MacFormat
Drag Me
jpg 60%
44.43 KB

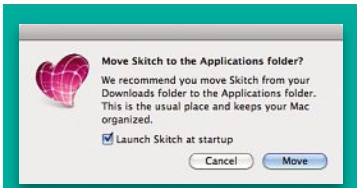

MacFormat
Add an image description
Comma separate or press enter to add tags
Select a set...
Add to this set
Name of new set
Create new set
Privacy
This image is secret unless you tell someone the link
○ Public
Viewable by anyone
● A Secret link
People who know the link
○ Private
Protected access
Post as a comment to one of your prior uploads
Select a recent image...
Post as comment
Details
Share

04 Annotate and save

Use the tools on the left to annotate your image, adding lines, shapes and arrows. The **Color** button and **Size** slider can be used to amend the tool's colour and output size. Once done, name your image and drag the **Drag Me** tab to save your image in *Finder*.

05 Share your image

Click **Share** to upload your image. When it's done, you'll see the **Share** tab. You can copy the image's online location to the clipboard by clicking **Image page link**. To add information to the image, click **Details**. Any changes you make are automatically uploaded.



Move Skitch to the Applications folder?

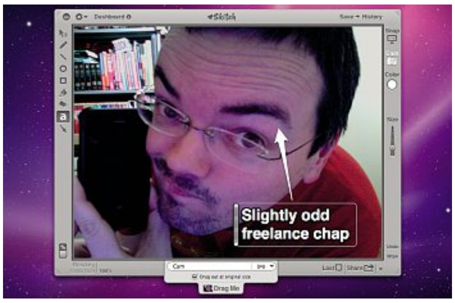
We recommend you move Skitch from your Downloads folder to the Applications folder. This is the usual place and keeps your Mac organized.

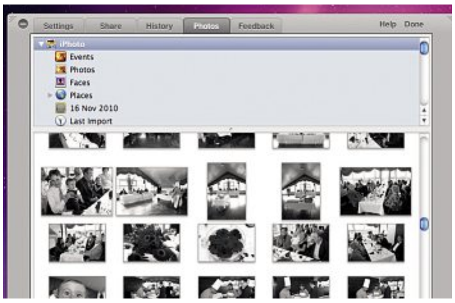
☑ Launch Skitch at startup

Cancel Move

QUICK TIP

If *Skitch's* files reside outside your **Applications** folder, it'll ask to be moved on its initial launch. You'll also get the option to launch *Skitch* whenever you start up your Mac. You can change this setting at any time by accessing *Skitch's* in-app preferences (using the cog icon) and amending Settings > General > Launch Skitch on login.


Slightly odd freelance chap



06 Take a camera shot

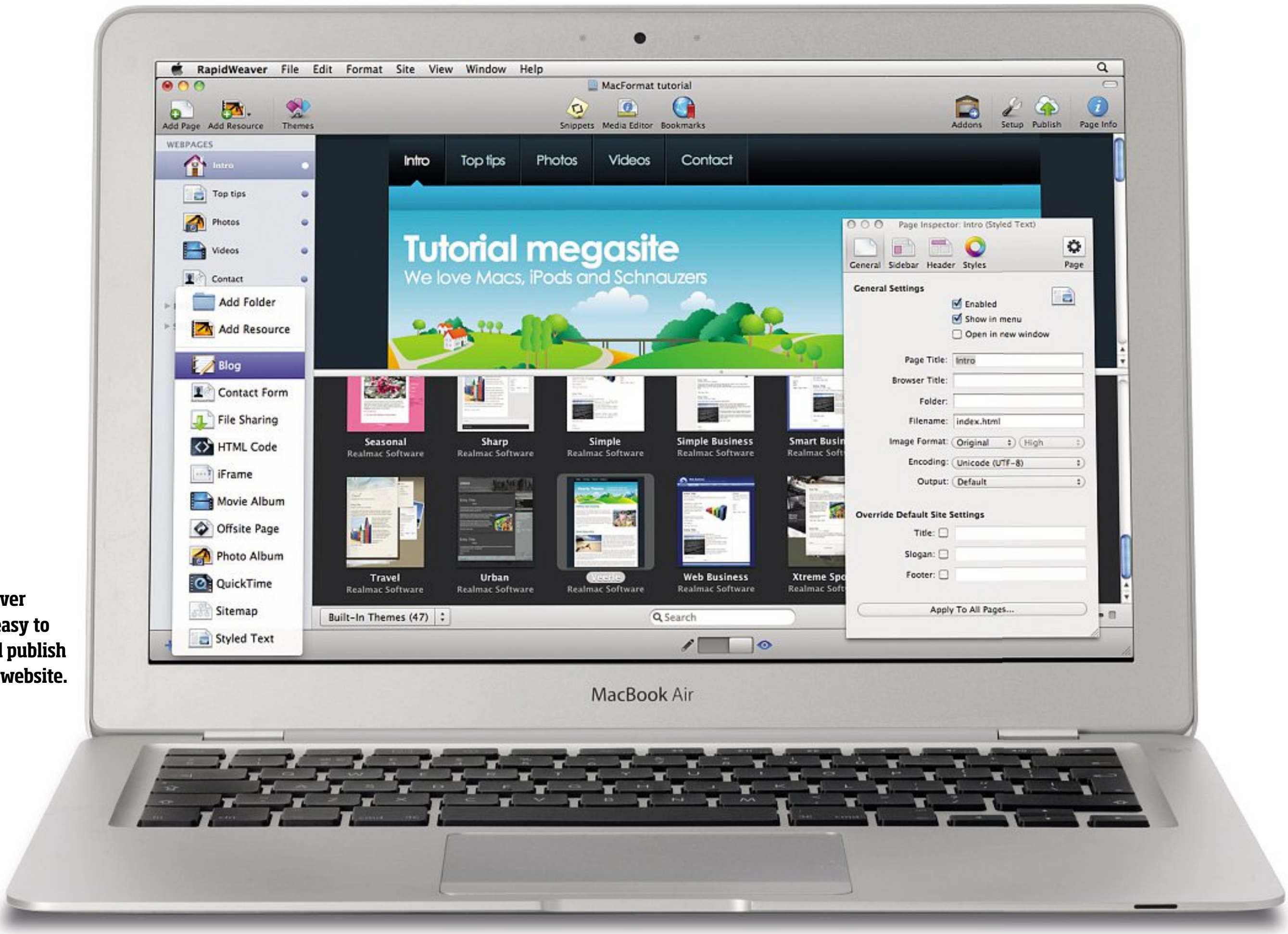
Bring up the *Skitch* window and click **Cam**, or select **Cam Snapshot** from the *Skitch* menu extra. Click **Snap** and you get a three-second countdown before a picture is taken using your Mac's camera. Then you can resize, annotate and share your shot with the world.

07 Take a frame grab

Open a web page and find some content to grab. Select **Frame Snapshot** or use the shortcut ⌘+⇧+7. A semi-transparent *Skitch* frame will be shown. Move and resize the window until your chosen content is within the frame, then click **Snap** to grab it.

08 Skitch a photo

It's also possible to select an existing image to use as the starting point in *Skitch*. You can drag an image from *Finder* into the standard *Skitch* window. Alternatively, click the cog icon and select **Browse Photos**. This will enable you to choose any image from your *iPhoto* library. ●


RapidWeaver File Edit Format Site View Window Help
MacFormat tutorial
Add Page Add Resource Themes Snippets Media Editor Bookmarks Addons Setup Publish Page Info
WEBPAGES
Intro
Top tips
Photos
Videos
Contact
Add Folder
Add Resource
Blog
Contact Form
File Sharing
HTML Code
iFrame
Movie Album
Offsite Page
Photo Album
QuickTime
Sitemap
Styled Text
Intro Top tips Photos Videos Contact
Tutorial megasite
We love Macs, iPods and Schnauzers
Seasonal Realmac Software
Sharp Realmac Software
Simple Realmac Software
Simple Business Realmac Software
Smart Busi Realmac Soft
Travel Realmac Software
Urban Realmac Software
Realmac Software
Web Business Realmac Software
Xtreme Spo Realmac Soft
Built-In Themes (47)
Search
Page Inspector: Intro (Styled Text)
General Sidebar Header Styles Page
General Settings
Apply To All Pages...
MacBook Air

General Settings
☑ Enabled
☑ Show in menu
☐ Open in new window
Page Title: Intro
Filename: index.html
Image Format: Original High
Encoding: Unicode (UTF-8)
Output: Default
Override Default Site Settings
Title: ☐
Slogan: ☐
Footer: ☐

RapidWeaver makes it easy to set up and publish your own website.

Build a simple website

Use RapidWeaver 5 to rapidly weave a web page and get some content online

>> KEY INFO

DIFFICULTY:
Intermediate

TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
OS X 10.5 or later, RapidWeaver 5 or later, an internet connection, some web-hosting space

>> ON THE DISC

Find a trial of RapidWeaver 5 on the disc.

Although the latest version of *RapidWeaver* didn't quite set our world on fire (see the review on page 95), no-one would deny it's still one of the best Mac-based applications for rapidly enabling a beginner to create a website. It's arguably more cost-effective to work with an online blogging system such as WordPress. But such services are overkill if all you want to do is make a quick site for, say, providing some information about a club you run, or for uploading a quick gallery of a recent holiday to share with your friends.

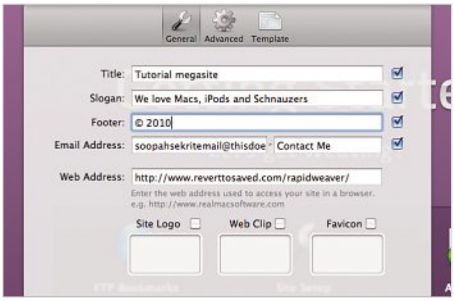
The walkthrough on the following page details the process of getting started with *RapidWeaver*, showing you how to create a page, add content, choose a theme, work with resources, and then upload the lot to your web space. Once you've mastered this, continuing with your site should simply be a case of choosing page types from the **New Page** dialog, adding new content and re-uploading your changes.

You might notice that certain page types look odd with your content, because they're designed with a sidebar in mind and you don't have any sidebar content. To address this, select the page, click **Page Info** and open the **Styles** section in the inspector. Expand **Sidebar** and select the **Hide** option, and the page will be reworked. Note that most themes offer many variations, so experiment with the options (but do this on a new project, rather than accidentally wrecking one you've spent hours on). You can also create page variations by selecting **uses its own theme style** in the **Inspector**.

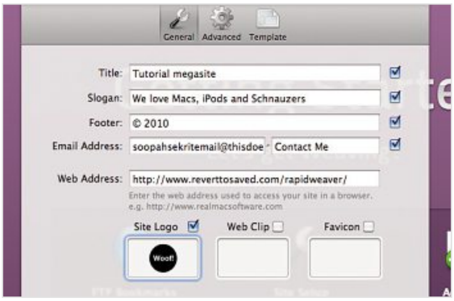
> *"RapidWeaver is still one of the best Mac-based applications for enabling a beginner to build a website"*

For more on *RapidWeaver*, visit **www.realmacsoftware.com/rapidweaver**, where it is available at the time of writing for £27. Also, you can now purchase it via the Mac App Store for the discount price of £24.
Craig Grannell

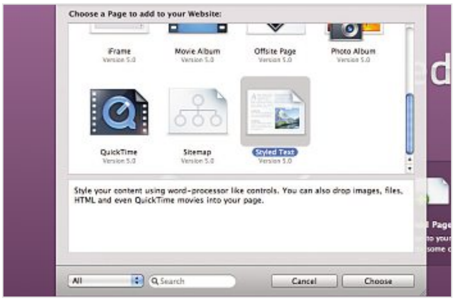
HOW TO / Get started building a website



Title: Tutorial megasite ☑
Slogan: We love Macs, iPods and Schnauzers ☑
Footer: © 2010 ☑
Email Address: soopahsekritemail@thisdoe Contact Me ☑
Web Address: http://www.reverttosaved.com/rapidweaver/
Enter the web address used to access your site in a browser.
e.g. http://www.realmacsoftware.com
Site Logo ☐ Web Clip ☐ Favicon ☐



Title: Tutorial megasite ☑
Slogan: We love Macs, iPods and Schnauzers ☑
Footer: © 2010 ☑
Email Address: soopahsekritemail@thisdoe Contact Me ☑
Web Address: http://www.reverttosaved.com/rapidweaver/
Enter the web address used to access your site in a browser.
e.g. http://www.realmacsoftware.com
Site Logo ☑ Web Clip ☐ Favicon ☐



Choose a Page to add to your Website:

Style your content using word-processor like controls. You can also drop images, files, HTML and even QuickTime movies into your page.

01 Get started

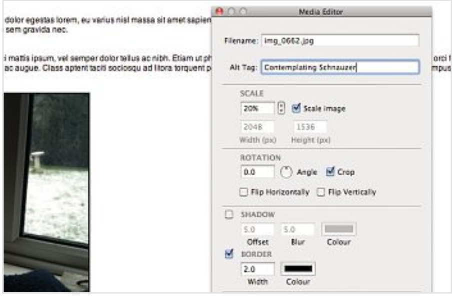
Create a new project (File > New Project). Click on **Site Setup** and a sheet will appear. Add a title, slogan, copyright notice, and a contact email address. To later publish your site, you also need to add its intended online location in the **Web Address** field.

02 Add your logo

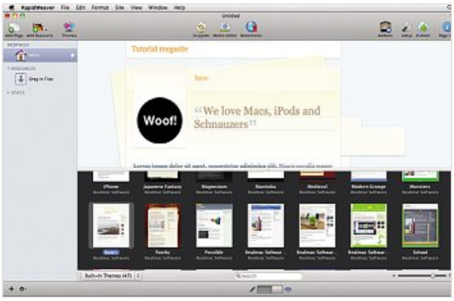
If you want your website to have a logo, drop it from *Finder* into the **Site Logo** well. For best results, use a PNG or PSD file with a transparent background. Click **OK** when you're done. To later return to this sheet and make changes, use Site > Show Site Setup.

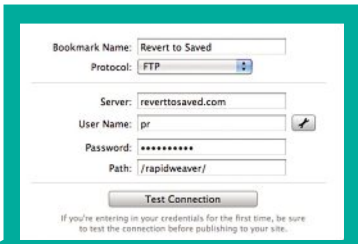
03 Pick a page style

Pick the **Styled Text** page type. Double-click the page and rename it 'intro'. Type some text (we're using 'Lipsum' dummy text). Make a selection and click 'B' to make it bold. Type and select short lines and click the list icon. Select '◦' from **Bullet/Number** and click **OK** to get a list.



Filename: img_0662.jpg
Alt Tag: Contemplating Schnauzer
SCALE
20% ☑ Scale image
2048 1536
Width (px) Height (px)
ROTATION
0.0 Angle ☑ Crop
☐ Flip Horizontally ☐ Flip Vertically
☐ SHADOW
5.0 5.0
Offset Blur Colour
☑ BORDER
2.0
Width Colour





Bookmark Name: Revert to Saved
Protocol: FTP
Server: reverttosaved.com
User Name: pr
Password: ••••••••••
Path: /rapidweaver/
Test Connection
If you're entering in your credentials for the first time, be sure to test the connection before publishing to your site.

QUICK TIP

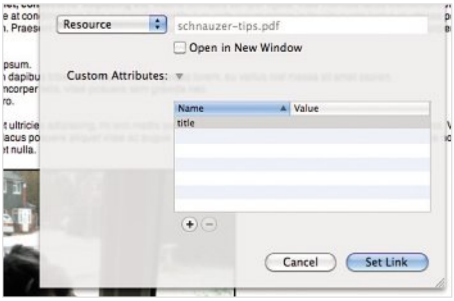
If you intend to use *RapidWeaver* to work on a large number of websites, click **Bookmarks** and add shortcuts to your various web-hosts. These can then be accessed in a project's publishing settings (click the book icon). You can also save a project's settings to a bookmark from here.

04 Add an image

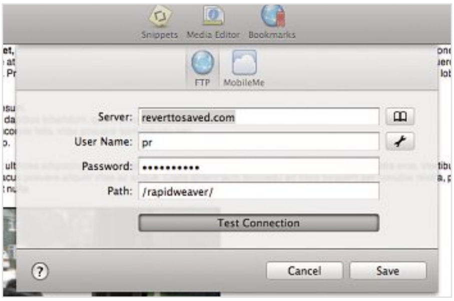
To add an image, drag it from *Finder* or directly from *iPhoto*. It'll likely need resizing. To do this, select the image, click the **Media Editor** toolbar button, and set **Scale** to 20 or 25% (you can change this later). Add a description in the **Alt Tag** field and click **Border** to add a border.

05 Preview your page

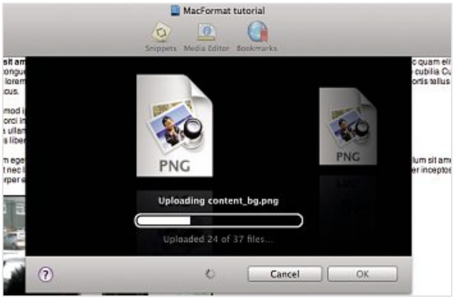
Click the switch at the bottom of the window for **Preview Mode**, showing how your page will look in a browser. Click the **Themes** button to experiment with different built-in themes (note that you may have to resize your logo.) Click the switch to return to **Edit Mode**.



Resource: schnauzer-tips.pdf
☐ Open in New Window
Custom Attributes:
Name Value
title
Cancel Set Link



Server: reverttosaved.com
User Name: pr
Password: ••••••••••
Path: /rapidweaver/
Test Connection
Cancel Save



Uploading content_bg.png
Uploaded 24 of 37 files...
Cancel OK

06 Add resources

To provide a file for someone to download, click **Add Resource** and choose **Add Resource**. Select your file in the dialog and it'll appear in the sidebar's **Resources** section. In **Edit Mode**, select some text, click the link icon, select **Resource**, choose one and click **Set Link**.

07 Define publish settings

Go to File > Publishing Settings and select which type of web host you have – FTP or MobileMe. Add your details and click **Test Connection**. If you get a 'test successful' dialog, click **OK** a couple of times to exit; if not, check your settings (especially username/password).

08 Publish your work

Click the **Publish** toolbar button. If you have unsaved changes, you'll be prompted to save them. Click **OK**. A sheet will then appear, detailing how many files there are to upload. If you want to cancel, do so now – cancelling halfway through could break your site. ●

Design your own Mac game

You don't need to be a coding genius to make your own games – here's how…

Game Maker
Game Maker for Mac Online Help

» QUICK TIP

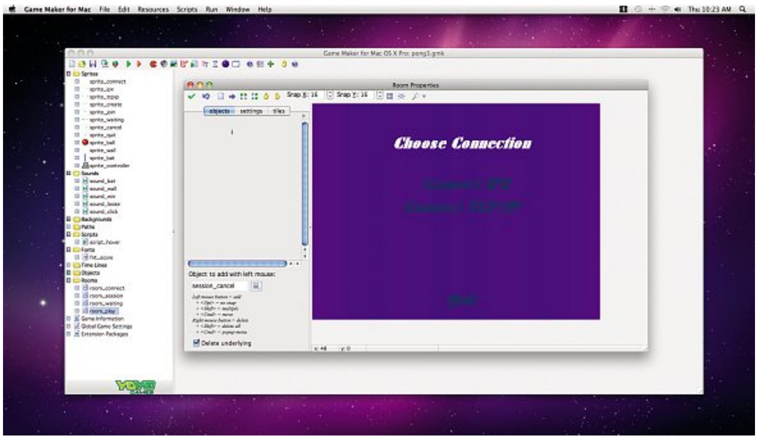
There is no need to struggle with *Game Maker* because detailed and thorough help is available by clicking Help > Contents.

Pretty much anybody who loves gaming will have an idea for their own title at some point. However, it stops there because learning to code can be a time-intensive hobby, which is, frankly, beyond most of us. However, recent developments have improved this situation. There are now several apps that make it easier for the average Mac user to create their own game, without the need for extensive programming knowledge.

At the top of the recommended list is *Game Maker*. Rather than writing in a programming language, you drag characters around within a simple interface, draw backgrounds, and even specify the behaviours of the characters with buttons and symbols.

Find a trial copy of *Game Maker* on this issue's disc or go to http://appstore.yoyogames.com/gm4mac. After installing it, you are given ten hours of free usage, after that it only costs $25 if you want the full, unrestricted version.

On first glance *Game Maker* is deceptively simple. Remember, starting a game from scratch can be a challenge as you must create each element of the game (characters, backgrounds and so on) as well as the behaviour of the elements (what keys move the characters, how the monsters throw stuff, etc). The best way to start your game off is to use a tutorial game and modify it to create your idea. You can download several different sample games at http://wiki.yoyogames.com/index.php/Old_Game_Maker_Versions. Scroll down to use the tutorials for *Game Maker 7*.



Be as creative as you like when designing your new levels using Room Properties.

> *"You can drag characters around, draw backgrounds, and even specify behaviours…"*

It's a good idea to download all of the games and play each one first, so you can can get a feel for them. When you download a zip file, there will be several game versions in it. Always use the latest one (i.e. 'platform_5.gmk'), and be sure to save the folders in a place that is easy to access. Each tutorial comes with a PDF explaining the games in much depth.

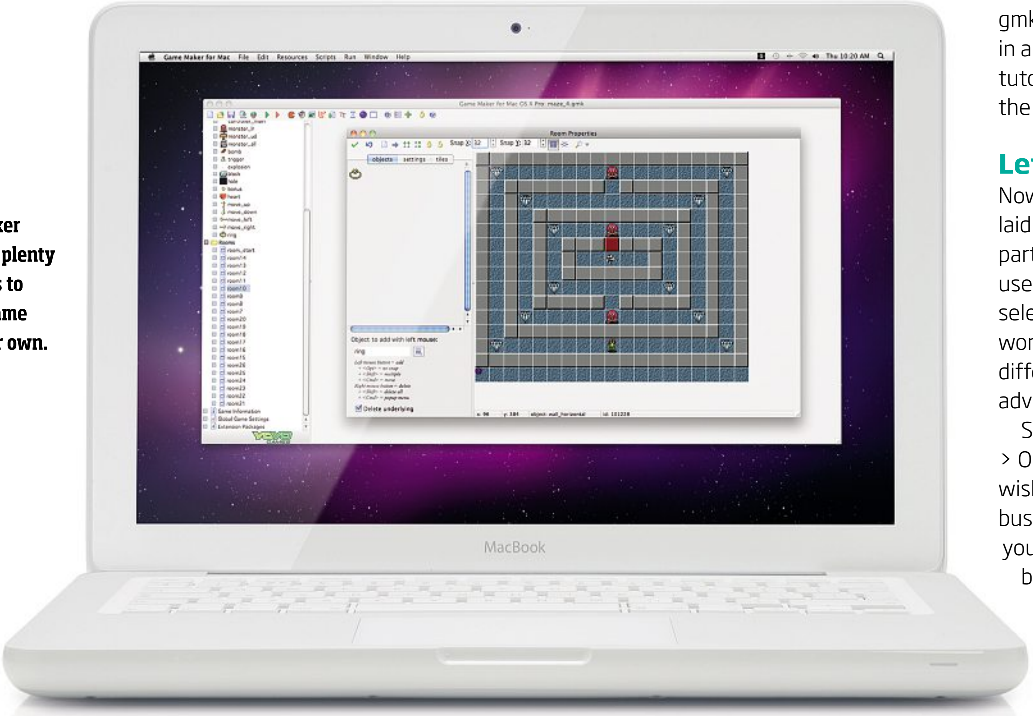
Let's get started

Now that the groundwork has been laid out, you can move onto the fun part. All of the following examples use the platform game as a basis, but selecting any of the 2D games will work. (The 3D game tutorial is different and requires some more advanced code writing).

Start up *Game Maker* and go to File > Open. Locate the sample file you wish you to use. The first order of business is trying out the game yourself. Clicking on the green play button near the top of the window temporarily hides *Game Maker* and loads the game. Due to the small size of the graphics, the

» ON THE DISC

Find a trial of *Game Maker* on the disc.



Game Maker gives you plenty of options to make a game truly your own.

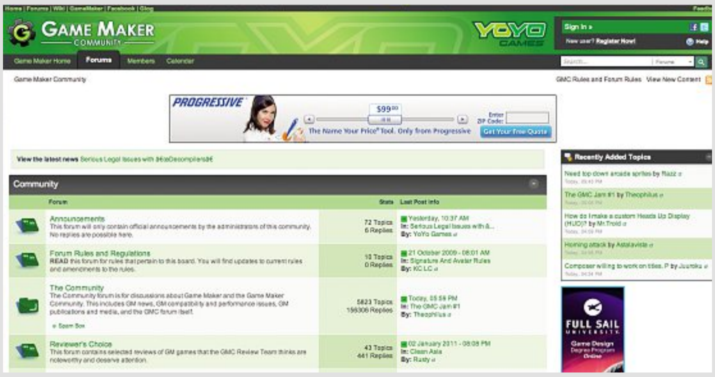
HOW TO / Access the Game Maker forums

Inevitably, there will be something that you want to do with *Game Maker* that you cannot figure out. Rather than rifling through scores of Help pages, you can ask a question on the *Game Maker* forums. Before you post your own query, have a quick look through the forum, to check nobody else had the same problem, as the solution you're after might already be online.

After your issues are addressed, you'll find the forums offer a great opportunity to network with other videogame designers. If you are a good artist and can befriend someone good at programming, then you can team up to create spectacular creations.

The forums also offer helpful tips on where to get extra assets for your games. This is helpful if you do not intend to create them yourself.

Many people post their games for you to download and edit them in *Game Maker*. Make sure you don't release your revision without giving the original creator a credit though.



View the latest news Serious Legal Issues with â€œDecompilersâ€

Community

Forum	Stats	Last Post Info
Announcements This forum will only contain official announcements by the administrators of this community. No replies are possible here.	72 Topics 6 Replies	Yesterday, 10:37 AM In: Serious Legal Issues with &... By: YoYo Games
Forum Rules and Regulations READ this forum for rules that pertain to this board. You will find updates to current rules and amendments to the rules.	10 Topics 0 Replies	21 October 2009 - 08:01 AM In: Signature And Avatar Rules By: KC LC
The Community The Community forum is for discussions about Game Maker and the Game Maker Community. This includes GM news, GM compatibility and performance issues, GM publications and media, and the GMC forum itself. Spam Box	5823 Topics 156306 Replies	Today, 05:58 PM In: The GMC Jam #1 By: Theophilus
Reviewer's Choice This forum contains selected reviews of GM games that the GMC Review Team thinks are noteworthy and deserve attention.	43 Topics 441 Replies	02 January 2011 - 08:08 PM In: Clean Asia By: Rusty

Need top down arcade sprites by Razz
The GMC Jam #1 by Theophilus
How do I make a custom Heads Up Display (HUD)? by Mr.Troid
Homing attack by Astalavista
Composer willing to work on titles. P by Juuroku

The Game Maker community is the best port of call for help queries or sharing tips.

game window could be very small on your screen. The arrow keys control the girl character, and the spacebar shoots the gun if you grab one. Enjoy this before you move onto the game development.

A quick makeover

Hopefully you now have a feel for the game. The quickest way to make this game your own is by adapting the appearance of it. This is easily done by swapping the original artwork for your own. To look at the current images the game uses, click on the Sprites folder on the left side of *Game Maker*. The folder expands, and you can now pick one of the images by double-clicking it.

> *"The platform game uses a special method for drawing all its scenery and layout; this is called 'tiling'"*

This opens up an editing window that controls the properties of the sprite. Take note of the width and height of the character (found under the Load Sprite button). Click on Edit Sprite; another window will open containing the character's image. If there is only one image, it will already be selected and you can change it by going to File > Create From File, you can then find and use an image that has the same dimensions as the original. If there is more than one image in the Image Editor, select the one that you would like to change.

I find that using *Photoshop* or *GIMP* to create your own images is the easiest. You can save the files as almost any image type you like.

With the ability to change characters, you can go ahead and transform the girl in the platform game into an ogre or any other idea you can dream up. Once you're happy with the appearance of your character, you can get to work on changing the background.

First make sure there is a check mark next to File > Advanced Mode, if not, click on Advanced Mode. Select + in front of the Backgrounds folder on the left side of *Game Maker*. Finally, double click on 'back_tiles' to conjure up a new editing window.

The platform game uses a special method for drawing the scenery and layout of the game. This is called 'tiling' and it's where the small image you are looking at is divided into boxes. Each box is then used as a button that makes up the background. For example, there are several clouds in the game, so the developer clicked on the tile for the cloud sections, before clicking on where he wanted them to appear.

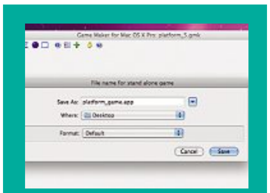
The easiest way to manipulate the background is to click Edit Background and use the built-in image editor. Try filling the clouds in with red or spraying yellow on the grass. After saving your changes, have a play of the game and notice the difference these amends have.

Improve your behaviour

Now we can look at changing the behaviour of the game's elements. Open up the Objects folder on the left of the screen, and select the object you would like to edit. The best starting place is the characters. Double click on the girl character to bring up her editing window.

The first of the two columns is the Events. When an event occurs, the

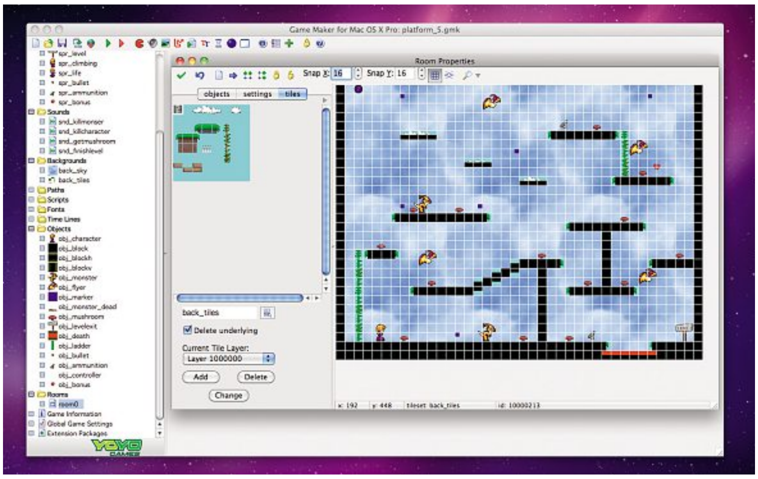
»


Game Maker for Mac OS X Pro: platform_5.gmk
File name for stand alone game
Cancel
Save

Save As: platform_game.app
Where: Desktop
Format: Default

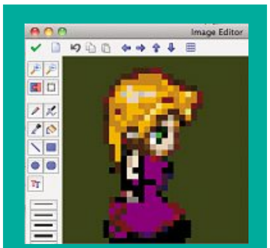
»QUICK TIP

When you are done with your game, sharing with your friends is really easy. Just go to File > Create Executable. You will then create a file that can be played.



Snap X: 16
Snap Y: 16
back_tiles
☑ Delete underlying
Current Tile Layer: Layer 1000000

The drag-and-drop editing panels make it easy to control how your game behaves.

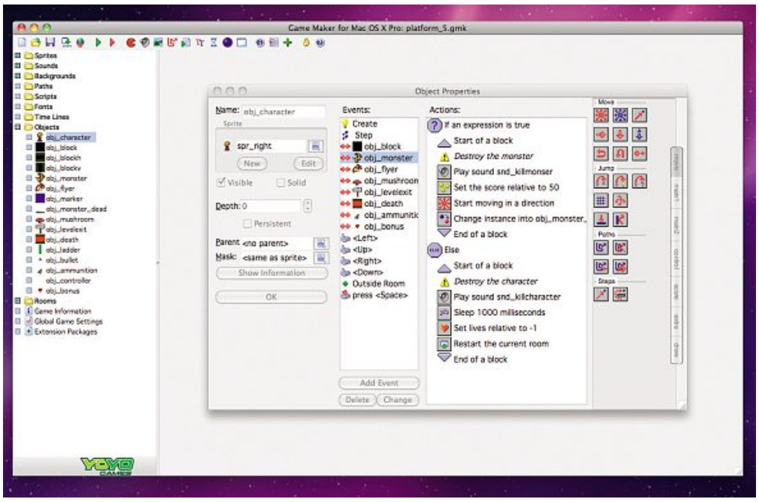


»QUICK TIP

You can easily edit sprites without ever leaving *Game Maker*. Just select **Edit Sprite**, and double-click on the image to bring up an easy-to-use editor.

code (or instructions) contained in the column is executed by the game. The first event is Create and it kicks in when the game starts. Click on Create and you will see the character has its ammo set to zero. The next event is Step. This happens constantly during the game, and is responsible for checking the current location of the sprite and setting the gravity.

Skip down to the arrows pointing to the monster object. Click to see what happens when the girl hits the monster (i.e. if she lands onto it from above, she kills it. If she hits it from another direction, she dies.)



Name: obj_character

spr_right

☑ Visible ☐ Solid

Depth: 0

☐ Persistent

Parent: <no parent>

Mask: <same as sprite>

Events:

- Create
- Step
- obj_block
- obj_monster
- obj_flyer
- obj_mushroon
- obj_levelexit
- obj_death
- obj_ammunitic
- obj_bonus
- <Left>
- <Up>
- <Right>
- <Down>
- Outside Room
- press <Space>

Actions:

- If an expression is true
  - Start of a block
  - *Destroy the monster*
  - Play sound snd_killmonser
  - Set the score relative to 50
  - Start moving in a direction
  - Change instance into obj_monster_
  - End of a block
- Else
  - Start of a block
  - *Destroy the character*
  - Play sound snd_killcharacter
  - Sleep 1000 milliseconds
  - Set lives relative to -1
  - Restart the current room
  - End of a block

Manipulate how various elements of the game behave in the Object Properties window.

Not keeping score

Now we can try our hand at changing the game very subtly. Originally, the game allows you to keep your score even if you die. In order to punish the player for getting killed in the game, we are going to set his score to zero when he starts over with each life. To make this happen, we can add a code button to the instructions under the Destroy the character button.

To do this, click on the Score tab. Now click and drag the first button in the commands that sit under the Destroy the character button. A dialog box pops up with a field highlighted for inputting a score. The default is zero, so just click Okay.

Now, when the character dies from a collision with the walking monster, she will lose her points. We can make the same thing occur with the flying monster. Select the event right below the one that we worked on. Drag the same block to beneath Set lives relative to -1. Click Okay and save the game. Now, when you run the game, you will see your score reset after you get killed from a monster collision. If you particularly like this effect, you can reset the score when the character hits the spikes as well, by adding that score button to the obj_death event code.

> *"To punish the player for getting killed, we are going to set his score to zero when he starts each life…"*

Learning the programming environment of *Game Maker* can be quite tricky, so for extra help consult online forums or go to *Game Maker* www.yoyogames.com/downloads/docs/gmaker.pdf. Patience and a willingness to mess around with it will help you learn.

Level up

So far, we have looked at editing the game, but you can also add more levels to it. To get started, click on Resources from the main menu, then select Create a Room.

The new room will open up, but so far it is merely a grey grid. Select the Backgrounds tab near the upper left of the grid. You'll see a text box with '<no background>' in it; click on the icon next to it and select 'back_sky'. This will add the sky background to the entire floor. This will make the room appears as if it is floating in the clouds.

To add platforms and a floor, click on the Tiles tab, which is in the same group of tabs as the Backgrounds one. Pick which part of the image you wish to add to the game, and after selecting it, click anywhere on the grid to add that piece.

Make sure you create a level that is achievable because it will be frustrating if your character cannot jump as high as your level needs it to. If you make a mistake, you can fix it by clicking on the light-blue background on the tiles image and putting it over each misplaced tile.

There is one more crucial step to do before your level will work. Select the Objects tab, and near the bottom of

» HOW TO / Add sounds to your game

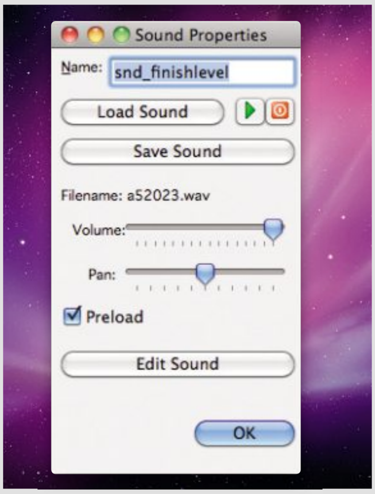
Adding or changing sounds in the game is easy. Just as you would edit a sprite, open the **Sounds** folder on the left side of the window. Then double-click a sound in the current project to bring up a window that displays the sound properties.

If you have sound files stored on your computer that you would like to use, click the **Load Sound** button, and select the sound you want to add. *Game Maker* also works with MIDI files, which often work well as background music.

After picking your sound, you can apply elementary effects to it. The **Effects** panel in the sound properties window includes **Echo** and **Reverb**. You can play these sounds by adding the **Play sound** button into the code for an object after an event occurs.

When you are looking at the commands for an object, the tab on the right labelled **main1** includes the sound-playing buttons. Drag the first sound button under an event where the character is killed then it will play when the character dies.

You can also add sounds for when the player collects points or any other event in the game.



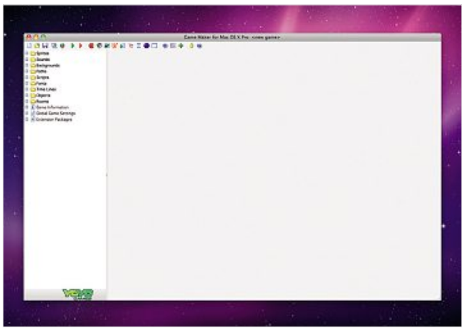
Name: snd_finishlevel

Filename: a52023.wav

☑ Preload

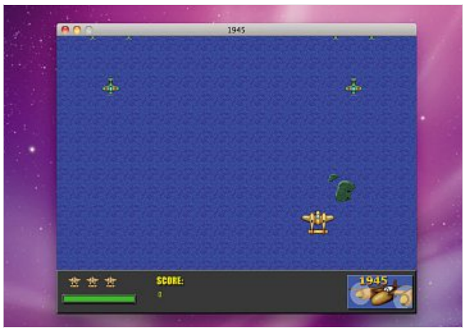
Choose a simple ditty or a symphony…

HOW TO / Get started with Game Maker



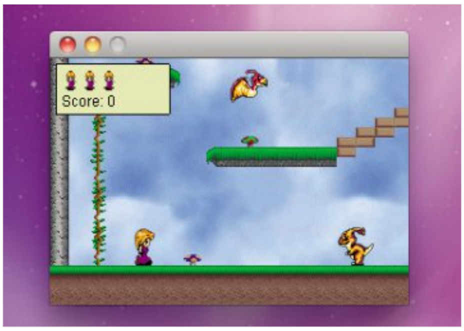
01 Get the software

Download the trial of *Game Maker* for Macs software at **http://appstore.yoyogames.com/gm4mac**, or you can get it from your disc. It is helpful to add a desktop alias for the program if you plan to use it regularly.



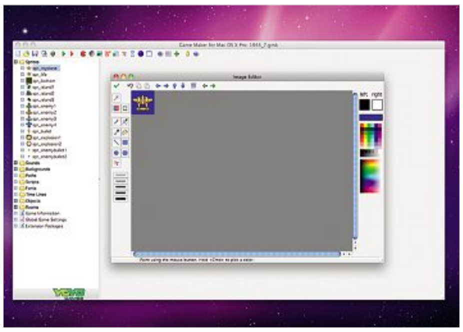
02 Test out the games

Open *Game Maker* and load a sample program that comes preinstalled with the software by going to File > Open. Any of the games will work fine. Click on the green play button near the top of the screen.



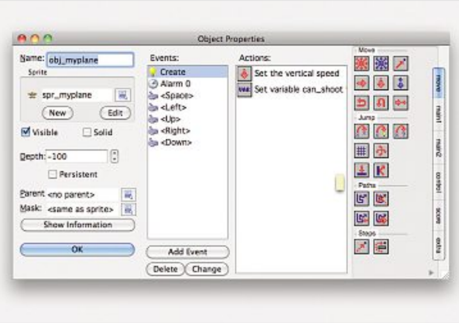
03 Get the correct sample

Download a tutorial file, which most resembles the game you wish to make, from **http://wiki.yoyogames.com/index.php/Old_Game_Maker_Versions**. Make a copy of the original file as a backup.



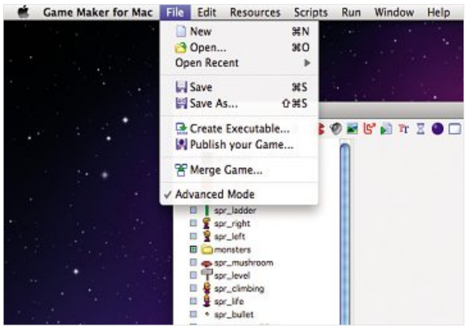
04 Change the graphics

Open the folder to the left of the screen labelled **Sprites**. Double-click on any of them, and a new window appears. Click **Edit Sprite** to replace the image with your own graphic or edit the image. Repeat these steps with **Background**.


Object Properties
Name: obj_myplane
Sprite
spr_myplane
New
Edit
☑ Visible
☐ Solid
Depth: -100
☐ Persistent
Parent <no parent>
Mask: <same as sprite>
Show Information
OK
Events:
Create
Alarm 0
<Space>
<Left>
<Up>
<Right>
<Down>
Add Event
Delete
Change
Actions:
Set the vertical speed
Set variable can_shoot
Move
Jump
Paths
Steps
move
main1
main2
control
score
extra

05 Alter the game behaviour

Navigate to the **Objects** folder on the left. You can see a list of events and actions that are performed pending each event, by double-clicking each object. Use the tabs to the right of the new window to add more commands.


Game Maker for Mac
File
Edit
Resources
Scripts
Run
Window
Help
New ⌘N
Open... ⌘O
Open Recent
Save ⌘S
Save As... ⇧⌘S
Create Executable...
Publish your Game...
Merge Game...
✓ Advanced Mode
spr_ladder
spr_right
spr_left
monsters
spr_mushroom
spr_level
spr_climbing
spr_life
spr_bullet

06 Publish your masterpiece

Save your changes, and go to File > Create Executable. Here you can name the game with an .app extension. Follow the prompts, and you will be able to play the game just as you would any other videogame. ●

the window, there is a text box with 'obj_bonus' written in it. Click on the icon next to that and select the black box. This black represents solid ground the character can stand on.

So far, the character cannot move around on the layout you created. With the black box selected, click on each platform and ground where you want the character to stand.

This will not delete the tiles underneath but will create an invisible layer for the game. Use the smaller black boxes for the edges of the tiles. Remember to make the black boxes fit as closely as possible to the underlying tiles. If this is not done properly, the character may fall through the ground or even run into invisible barriers.

When the ground is complete, select the green bar and add it to the areas where you have vines.

Finally, add red blocks to where you have placed spikes. You can now use the same object selector to strategically place mushrooms and guns around the level. Finish off by adding an end-of-level sign. It is now playable. However, it will not be very interesting without prizes, weapons and, most importantly, baddies…

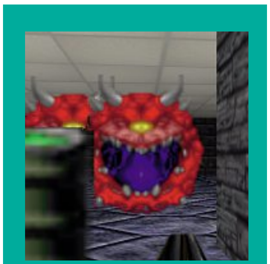
> *"To add some fun to your game you can also introduce monsters and flying creatures"*

Monster fun

To add some menace to your game, you can introduce monsters and flying creatures. Put one of the blue objects on either side of the markers. This will limit the monsters to going back and forth between the dots. If all is well, then this game is ready to play. Beat the first level, and you will be transported to the second level.

Have fun playing your own game and make many, many more to share!

Jeremy Kerfs



QUICK TIP

Once you've mastered your 2D game, use the 3D game tutorial online to get a start on creating your own first-person-shooter.

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Freeway Newsletter
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freeway pro
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softpress

The all-in-one tool for stunning web sites, presentations and email newsletters - hundreds of great professional features:

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- Create reliable CSS-Layouts easily
- Design web sites for the Desktop, iPhone or iPad
- Enhance sites with built-in custom Site Searches
- Construct complex Site Navigation in seconds
- Upload securely using FTP, or Mobile Me
- Make Money with Amazon Associates and Google AdSense
- Use the fully integrated, easy-to-deploy e-commerce tools

- all done with 100% standards-compliant code

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>> OS X SURVIVAL GUIDE

Syncing in Mac OS X

If syncing goes wrong you might need to give OS X a tickle

>> PROFILE

Name: Christopher Brennan
Occupation: Freelance journalist, Mac consultant and house-husband
System(s): Mac Pro (2x2.8GHz), MacBook (2GHz), 20-inch iMac (2GHz), 12-inch PowerBook G4 (1GHz)

The one part of owning an iPhone, iPad and iPod that I think is inefficient and just, well, un-Apple like is syncing. It's not that Apple have made a fist of it, just that the number of weak points in the process means that troubleshooting can be difficult.

One of the most popular questions I've been asked lately has been around syncing. Plug your iPhone, iPad, or iPod into your Mac and nothing happens. Open *iTunes* and still your device is nowhere to be seen. This can be frustrating – I know from hard personal experience too. The iOS 4.2 update was just out when my iPad decided it didn't want to connect to my Mac.

Cover all bases

Sadly, my top-secret and 99% foolproof troubleshooting procedure (restarting the Mac) didn't work.

Some more digging would be required to fix this issue. The first port of call would be *Software Update* to check that OS X and *iTunes* were up to date, which in my case they were. Next up, then, is a bit of tinkering involving some slightly more advanced procedures.

When you're snooping around in the system folder, it's advisable to tread very carefully. An accidental mouse click and you've moved the wrong file, and while your Mac might not spontaneously combust should that happen, it's not very good for it. So keep that in mind if you follow these instructions.

> *"Open iTunes and your device is nowhere to be seen. The iOS 4.2 update was just out when my iPad decided it didn't want to connect"*

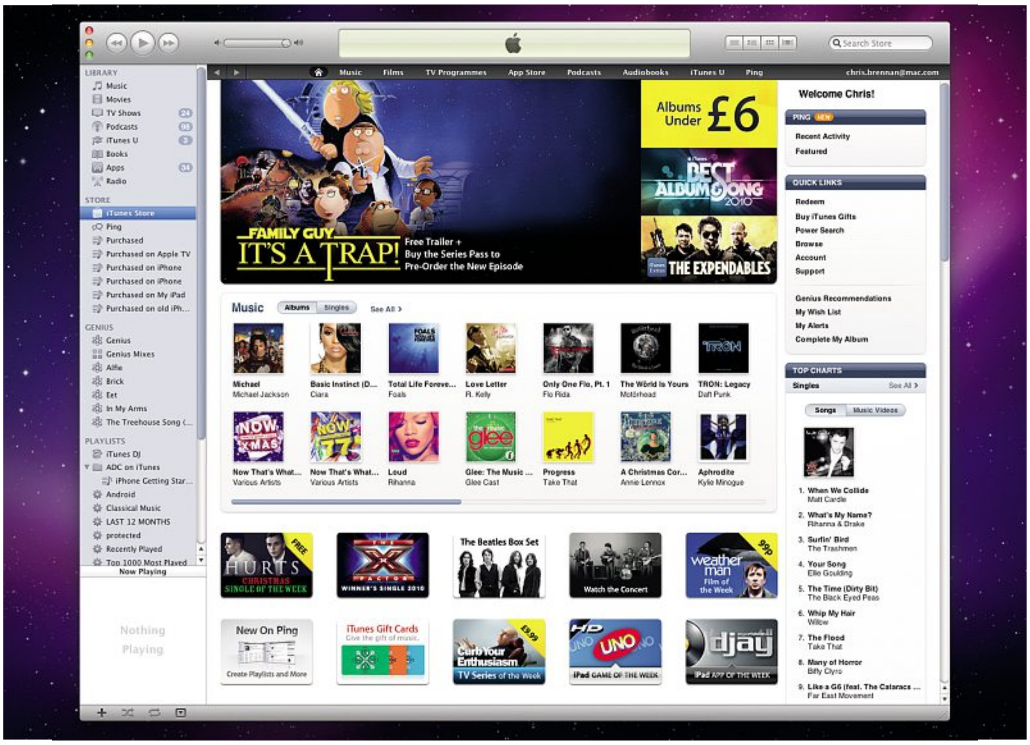
Before you start, unplug your iPad, iPhone or iPod and close all apps. You'll need to locate a few files and move them to the Trash. The first thing that you need to delete is the *iTunes* application. Now, don't worry, you won't lose any of your songs, movies, apps and whatnot by doing this. Besides, you have at least two good recent backups, don't you? Good. Simply go to **Applications** and drag *iTunes* to the Trash.

Now, go to the top level of your disk and then open System > Library > Extensions. Change to **List** view and find the following file: **AppleMobileDevice.kext**. Move that to the Trash. Now go to System > Library > PrivateFrameWorks. Find MobileDevice.framework and move that to the Trash. Finally, go to System > Library > LaunchDaemons find **com.apple.usbmuxd.plist~orig**. This last file may not exist in that location; if so, that's okay, but do not delete the file called **com.apple.usbmuxd.plist**. Restart your Mac, reinstall *iTunes* and, all being well, you should be able to connect your Mac to your device and get syncing.

Plugged in?

This may all sound a bit daunting to a novice Mac user, but don't worry too much – just be careful what you move and delete. Double-check everything before you drag it to the Trash, and work methodically.

Having said this, I can't advocate enough checking cables and connections. Even experienced users can be undone by their own assumptions. If your iPad was plugged into one end of a sync cable that wasn't plugged into a Mac, you'd feel pretty stupid going through this rigmarole only to find that missing link after you'd done it. You wouldn't want to write about your stupidity in the UK's best-selling Mac magazine, that's for sure. ●



Syncing an iOS device does generally work flawlessly, however, when your device doesn't show up in iTunes it's a real pain.

SATAII 2.5" SOLID STATE

An internal SSD drive will speed up your MacBook Pro like you wouldn't believe!

Upgrade your MacBook Pro with a solid-state drive

Give your notebook a speed boost by replacing the hard drive with an SSD

>> KEY INFO

DIFFICULTY: Intermediate

TIME NEEDED: 1 hour+

WHAT YOU'LL NEED: SSD, small Phillips screwdriver, T6 Torx screwdriver

Your MacBook Pro may seem quick, but what if you could make it even faster? Well, by upgrading your hard drive to a solid-state drive (SSD), you can, and we're going to show you how. Unlike traditional hard disks, SSDs have no moving parts, so they're more robust. They're also much faster than their predecessors, for one because the read needle doesn't need to move to the part of the disc where the data you're after is stored (this is referred to as seek time).

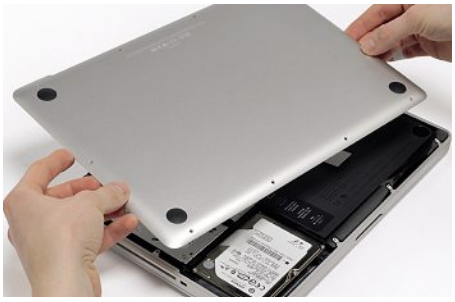
Be aware that these instructions are for the latest (April 2010) MacBook Pros and you undertake them at your own risk. Older unibody models may differ slightly in how to go about it – check your manual if you're unsure about anything. As long as you don't touch or damage anything else inside, your warranty or AppleCare plan will be unaffected. However, if you've got a MacBook Air, any meddling with its innards will void the warranty, so stay well away, and as with any other model of Apple notebook, check the manual first to understand your warranty.

With those disclaimers out of the way, let's get started. Once you've got yourself an SSD, you'll need to back up your existing hard drive. If you use *Time Machine*, click its menu and choose **Back Up Now**. If you don't use *Time Machine*, try *SuperDuper!*. This will make a bootable clone of your drive, which you can then restore to your SSD once you've installed it. Get it from http://bit.ly/macformatsuperduper.

> *"As long as you don't touch anything else inside, your warranty or AppleCare plan will be unaffected"*

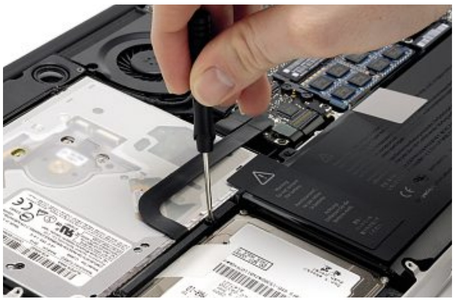
You'll need an external drive to store your backup (USB or FireWire), since Intel Macs can boot from both. Run *SuperDuper!* and read the instructions carefully. Then pick your existing hard drive in the **Copy** drop-down and your external drive under 'to'. Set 'using' to **Backup – all files**, click **Copy Now** and let it finish.
Laurence Cable

HOW TO / Replace your MacBook Pro hard drive



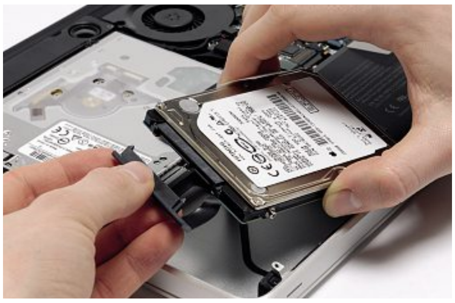
01 Open her up!

Lay your MacBook Pro upside down on a surface that's firm but won't scratch it. Unplug it and undo all the screws and note where the three longer ones came from. Then lay them all to the side. Lift away the panel and you'll see the hard drive is in the lower left corner.



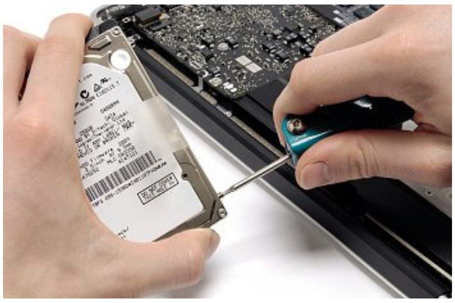
02 Ground yourself

To avoid static damage to any of the components, plug your MacBook back into an earthed socket and touch the metal case with your finger. Then unplug it again. Now, with the same screwdriver, undo the two screws on the black clamp that's holding the hard disk in place.



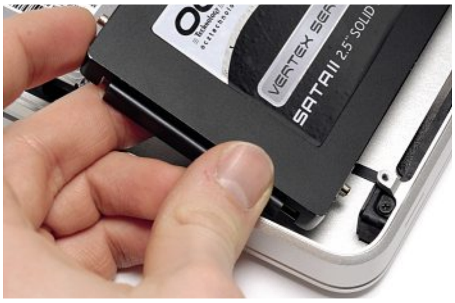
03 Disconnect the cable

Lift away the clamp and gently pick up the drive. Don't lift it too far just yet – you need to take out the SATA cable first. Gently ease it out using the lip to help you, and lay the cable in the vacant drive bay for now. On the side of the drive, you'll see four screws. Pop them out.



04 Swap the screws over

Using the Torx screwdriver, take all four screws out of the old drive, then lay it out of the way somewhere. Unwrap your new disk and pop the screws into its corresponding holes – these are what will hold it in place and stop it rattling around inside your MacBook Pro.



05 Insert the drive

Gently push the SATA cable into the new drive. Then, holding the disk at an angle, line up the two screws nearest the front edge of the casing with the holes and slot them in. Lower the other side down onto the supports. Fit the bracket back in place using its screws.

06 Put back the case

Lay the back panel of your MacBook Pro back in place. Pop the screws back one by one – the three long ones go on the hinge side in the three right-most holes. Flip your machine back over and you're ready to start restoring your system. See below to find out how. ●

HOW TO / Get your new drive up and running

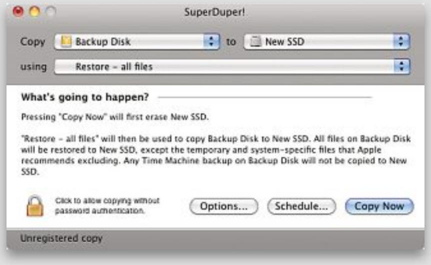
Make sure your *Time Machine* or *SuperDuper!* backup disks are connected and switched on. If you've used *Time Machine*, pop your Mac OS X disc in the drive, start up and hold down C. If you backed up with *SuperDuper!*, hold ⌥.

Time Machine

In OS X installer, go to Utilities > Disk Utility… and select the new drive on the left. Click **Erase**, choose **Mac OS Extended (Journaled)** as the **Format**, give it a name and click **Erase…** When it's finished, quit *Disk Utility*. Go to Utilities > Restore System From Backup… Read the information it shows you before you click **Continue**. As long as your *Time Machine* backup disk's connected to your Mac, it should appear in the list. Click **Continue**, then choose your SSD as the destination and press **Restore**. Press **Continue** and restart when it's finished.

SuperDuper!

When the startup disk selector appears, choose your backup disk and press ↩. Once it's booted, open *Disk Utility* (in **Applications/Utilities**) and select your SSD on the left. Click **Erase**, choose **Mac OS Extended (Journaled)**, give it a name and click **Erase**. When done, it should appear in the *Finder* sidebar under **Devices**. Now fire up *SuperDuper!* and select the backup disk in the left drop-down, your SSD on the right, and choose **Restore - all files below**. When done, go to System Preferences > Startup Disk, pick the drive and click **Restart**.



Copy Backup Disk to New SSD
using Restore – all files

What's going to happen?

Pressing "Copy Now" will first erase New SSD.

"Restore – all files" will then be used to copy Backup Disk to New SSD. All files on Backup Disk will be restored to New SSD, except the temporary and system-specific files that Apple recommends excluding. Any Time Machine backup on Backup Disk will not be copied to New SSD.

Click to allow copying without password authentication.

Once your SSD's in place, use SuperDuper or Time Machine to restore your system onto it.

Master the Print dialog

Print smarter by unearthing some handy hidden settings

>> KEY INFO

DIFFICULTY: Beginner

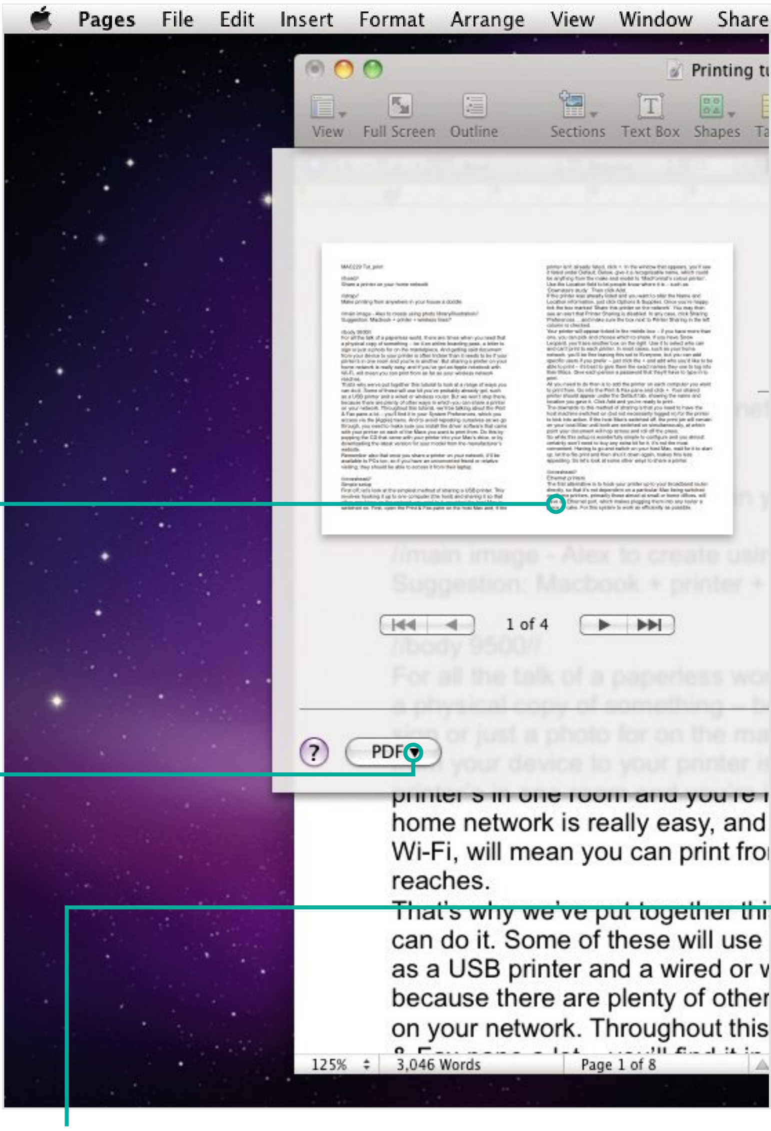
TIME NEEDED: 10 minutes

WHAT YOU'LL NEED: OS X 10.6, a printer, something to print

You've probably seen Mac OS X's **Print** dialog hundreds or even thousands of times, but have you ever delved any deeper to find some of its more clever features? Behind its various drop-down menus lies a wealth of functionality, and here we're going to show you some of its most useful nuggets.

Open up a document and go to File > Print. At first, you'll probably see just two drop-downs in the window that appears. But click the downward-pointing arrow next to the printer name and a much-expanded window will appear before your eyes. Now, let's have a look around it.

Laurence Cable

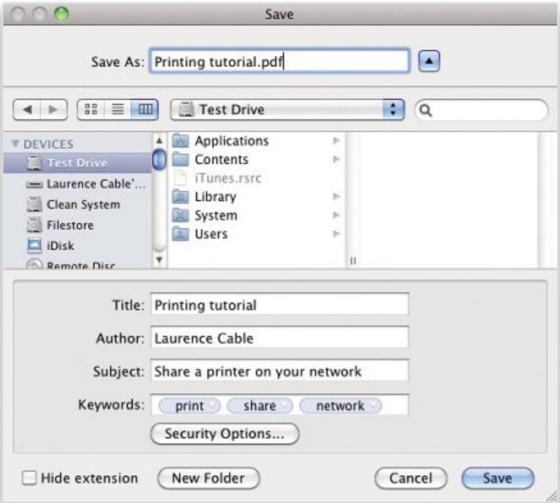

Pages
File
Edit
Insert
Format
Arrange
View
Window
Share
Printing tu
View
Full Screen
Outline
Sections
Text Box
Shapes
1 of 4
?
PDF
125%
3,046 Words
Page 1 of 8

Document preview

This area shows how your document will look on the current paper size. As you make some of the changes we're about to show you, they'll be reflected here. Use the arrow buttons below to skip through page-by-page, or to jump right to the end.

Save to PDF

This is an incredibly useful but little-known feature. Anything you can print from your Mac can be turned into a PDF as well, which is a brilliant way to send files to other people and ensure none of the layout or the fonts are changed. This menu will usually enable you to open the document as a PDF in *Preview*, save the PDF, fax it or email it to someone directly. Note that if you've set your file to print multiple pages per sheet, this will apply to the PDF too.


Save
Test Drive
DEVICES
Test Drive
Laurence Cable'...
Clean System
Filestore
iDisk
Remote Disc
Applications
Contents
iTunes.rsrc
Library
System
Users
Security Options...
Hide extension
New Folder
Cancel
Save

Save As: Printing tutorial.pdf

Title: Printing tutorial

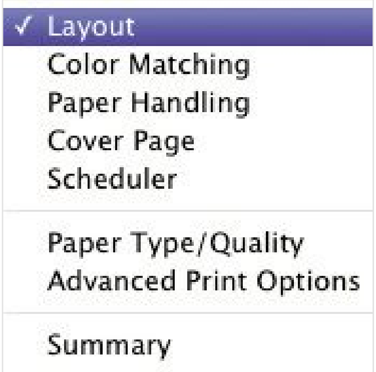
Author: Laurence Cable

Subject: Share a printer on your network

Keywords: print share network

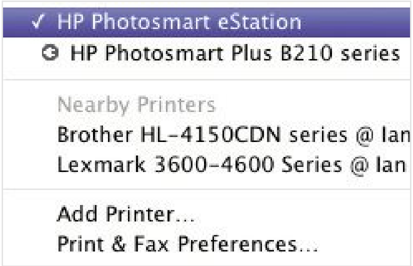
Options menu

Behind this little drop-down is where you'll find many of the hidden features. What's available depends on the app you're printing from and the type of printer you have, because a lot add their own specific options in the lower section. But some menu entries will always be there, including **Layout**, **Color Matching**, **Paper Handling**, **Cover Page** and **Scheduler**. If the app or your printer supports it, this is where you'll find paper type, quality and advanced options.


✓ Layout
Color Matching
Paper Handling
Cover Page
Scheduler
Paper Type/Quality
Advanced Print Options
Summary

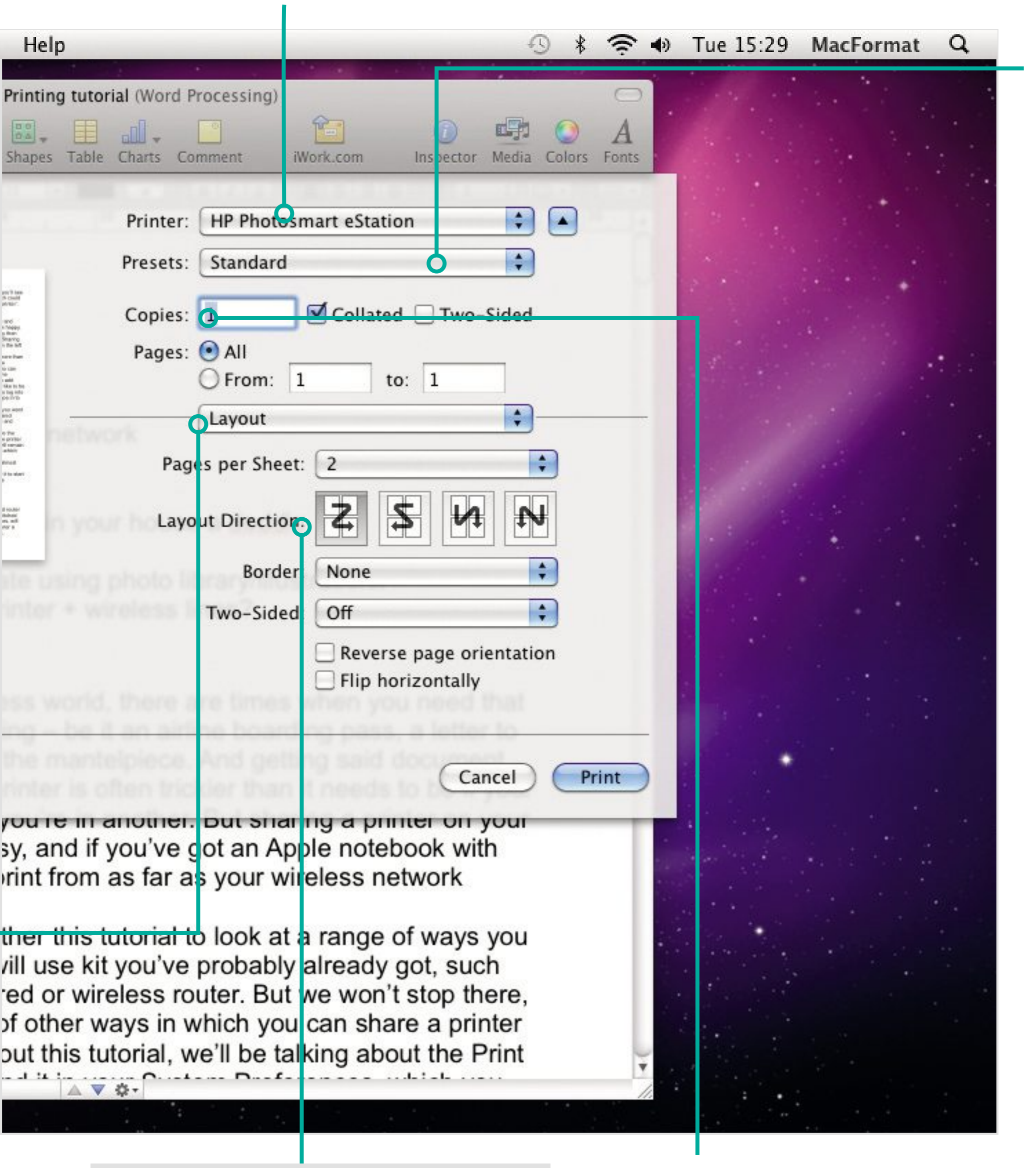
Choose your printer

This drop-down lists all the printers available to you. Your default one will appear automatically at the top, with any networked kit you've got beneath. If yours isn't in the list, you can add it using the **Add Printer…** option, which enables you to find printers on Windows networks and IP ones. Below this, you'll also see a quick link to the **Print & Fax** pane in *System Preferences*.


✓ HP Photosmart eStation
HP Photosmart Plus B210 series
Nearby Printers
Brother HL-4150CDN series @ lan
Lexmark 3600-4600 Series @ lan
Add Printer…
Print & Fax Preferences…

Page setup

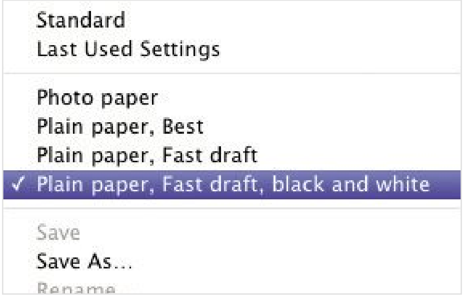
More settings await you in the **Page Setup** dialog, which you'll usually find above **Print** in the **File** menu. Here's where you set up three key attributes: paper size, whether to print in portrait or landscape orientation, and scaling. These can be printer-specific, or apply to any device you use.


Help
Tue 15:29
MacFormat
Printing tutorial (Word Processing)
Shapes
Table
Charts
Comment
iWork.com
Inspector
Media
Colors
Fonts
Cancel
Print

Printer: HP Photosmart eStation
Presets: Standard
Copies: 1 ☑ Collated ☐ Two-Sided
Pages: ● All
○ From: 1 to: 1
Layout
Pages per Sheet: 2
Layout Direction
Border: None
Two-Sided: Off
☐ Reverse page orientation
☐ Flip horizontally

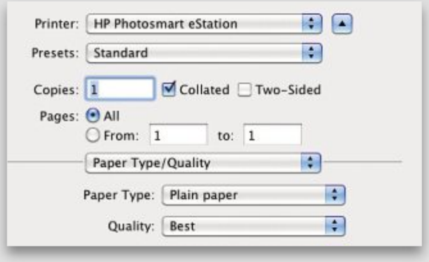
Presets

When you've set up all your options to be just how you want them for a particular type of document, it's worth saving them so that you don't have to change each setting manually next time. Click **Presets > Save As…**, give it a name and if you use more than one printer, decide whether it should work for all of them or just the one you're currently using. The preset will appear in the drop-down menu, from where you can also rename or delete it later. Be warned that when deleting a preset, you don't get a confirm dialog – once you select that option, it's gone.


Standard
Last Used Settings
Photo paper
Plain paper, Best
Plain paper, Fast draft
✓ Plain paper, Fast draft, black and white
Save
Save As…
Rename

Paper type and quality

If you're printing high-quality photos, you get the best results by using specially produced photo paper. But you need to tell your printer that's what you're using, which you can do in the **Paper Type/Quality** setting. Exactly what options you'll see depends on your printer, but you ought to be able to select photo paper and also the quality of the output. If your printer has more than one paper tray, this is where you can choose which it should use. Finally, some printers will include their model-specific colour options here as well, so be sure to look out for those.



Printer: HP Photosmart eStation
Presets: Standard
Copies: 1 ☑ Collated ☐ Two-Sided
Pages: ● All
○ From: 1 to: 1
Paper Type/Quality
Paper Type: Plain paper
Quality: Best

Layout options

With the **Layout** option selected in the **Options** menu, you'll see these settings. The top drop-down enables you to save paper by printing more than one page per sheet of paper. A border is a neat way to frame each page on the paper, and if your printer can do it, choose **Two-Sided** to print on both sides. The **Flip horizontally** option is useful when it comes to printing onto T-shirt transfer paper or adhesive film to stick to a window.

Copies and pages

This section speaks for itself. Choose how many copies you need and whether you need all the pages, or just a certain range. If you're printing several copies of a multi-page document, make sure **Collated** is ticked, so that it prints a full copy of the entire document out before starting on the next (as opposed to two copies of page one, then two of page two, and so on). Our printer also prints double-sided, so that's come up here, though some printers may hide this option in an **Options** menu entry.

Edit your diary from anywhere

Keep right on top of your appointments wherever you happen to be

KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 15 minutes

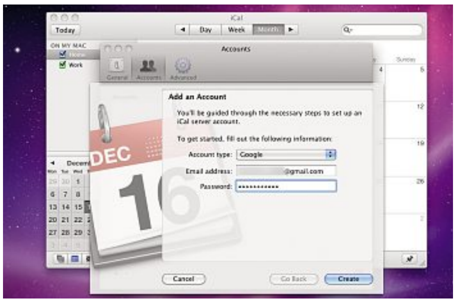
WHAT YOU'LL NEED: Google account

Diaries can be indispensible, and often need to be accessed when you're least expecting it. It's all very well having dates set up in *iCal*, but when someone asks you if you're free next Tuesday for lunch and you're away from your computer, what do you do? Of course, it's easy to sync between *iCal* and your iPhone, iPad or iPod touch through *iTunes*, but we'll show you a better way.

Using Google Calendar, you can sync your diary on your Mac, iPhone, iPod touch, iPad and through a web browser. When you add an event on one, it'll instantly appear everywhere you access the calendar. Below, we show you how to set up each device, so that your diary's accessible wherever the day has taken you. Chances are you already have a Google account to log into Gmail, YouTube, Google Reader and more. If not, go to **www.google.com/accounts** and click 'Create an account now'. And once it's all set up, to view your diary in a web browser, just go to **www.google.com/calendar**.

Laurence Cable

HOW TO / Get started with Google Calendar


iCal
Today
Day
Week
Month
Accounts
General
Accounts
Advanced
Cancel
Go Back
Create

Add an Account

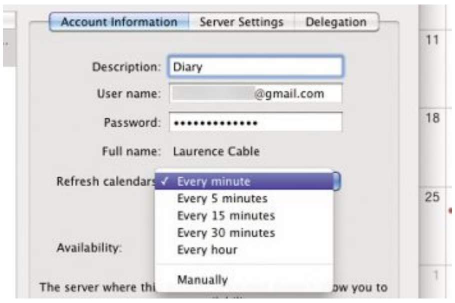
You'll be guided through the necessary steps to set up an iCal server account.

To get started, fill out the following information:

Account type: Google
Email address: [redacted]@gmail.com
Password: ••••••••••••

01 Get iCal set up

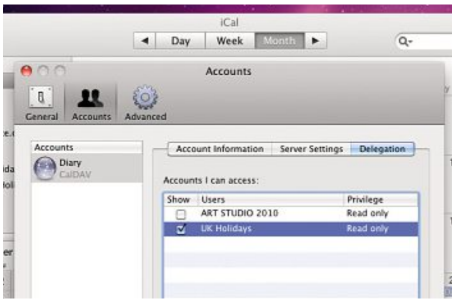
On your Mac, open up *iCal* and go to *iCal* > Preferences. In the **Accounts** tab, click **+**. From the **Account** type drop-down, choose Google. Fill in your email and password and click **Create**. *iCal* will talk to the Google servers and you'll be taken back to the **Accounts** tab.


Account Information
Server Settings
Delegation
Every 5 minutes
Every 15 minutes
Every 30 minutes
Every hour
Manually

Description: Diary
User name: [redacted]@gmail.com
Password: •••••••••••••
Full name: Laurence Cable
Refresh calendars: ✓ Every minute

02 Alter the settings

The **Description** field will be your email address, but feel free to change this – we've just gone for 'Diary'. Further down, you can decide how often the calendar refreshes. To make sure you've always got the most up-to-date information, set this to **Every minute**.

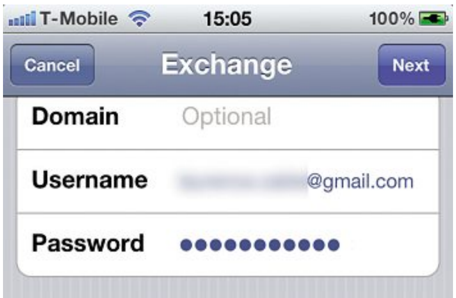

iCal
Day
Week
Month
Accounts
General
Accounts
Advanced
Accounts
Diary
CalDAV
Account Information
Server Settings
Delegation

Accounts I can access:

Show	Users	Privilege
☐	ART STUDIO 2010	Read only
☑	UK Holidays	Read only

03 Shared calendars

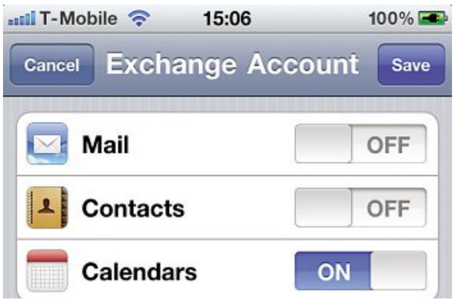
If other people have shared Google Calendars with you, they will appear under the **Delegation** tab. You'll see them as separate calendars from the main diary, so you can colour-code them individually, or toggle them on and off from the main *iCal* window.


T-Mobile
15:05
100%
Cancel
Exchange
Next

Domain: Optional
Username: [redacted]@gmail.com
Password: ●●●●●●●●●●●

04 Mobile diary

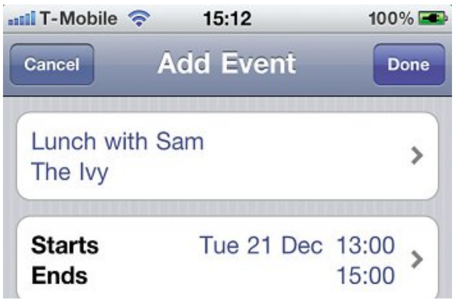
Now, grab your iOS device and open the *Settings* app. Go to **Mail, Contacts, Calendars** and tap **Add Account**. Choose **Microsoft Exchange**, and fill in your Google email. Leave **Domain** blank, repeat your email as the Username and enter your password. Tap **Next**.


T-Mobile
15:06
100%
Cancel
Exchange Account
Save

Mail: OFF
Contacts: OFF
Calendars: ON

05 All in sync

An additional **Server** field now appears. Type **m.google.com** and press **Next** again. Set *Calendars* to **On** and *Mail* and *Contacts* to **Off**, and tap **Save**. It'll now sync your calendar and you're ready to go. Open the *Calendar* app, tap **Calendars** and select the one you've just added.


T-Mobile
15:12
100%
Cancel
Add Event
Done

Lunch with Sam
The Ivy

Starts: Tue 21 Dec 13:00
Ends: 15:00

06 Add an event

So, let's add that lunch date we were invited to earlier. Tap **+** and fill in the details and press **Done**. Back on your Mac in *iCal*, your appointment will appear on the next refresh. Any reminders you set will appear on the other, so wherever you are, you won't forget! ●

A Series

Neo Hybrid

SGP case for **iPhone 4**

The SGP Neo Hybrid A case not only protects, but also preserves the original design of your iPhone 4. It is composed of a dual UV coated hard polycarbonate frame combined with a high polymer coated soft premium silicon case.

The SGP Neo Hybrid A case design reveals the Apple logo, whilst Steinheil Ultra Crystal protectors provide further protection to the glass on the front and back of your iPhone 4.

Also available from caseaddict:

Mobee Magic Charger

Exolife iPhone 4 Battery Case

SGP Neo Hybrid EX Series Case

Fanny Wangs coming soon...

To view our complete range visit www.caseaddict.com or call 0844 288 0844 for more information

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Talk to your Mac

Words: Ben Harvell **Illustration:** Tim Bradford

Your computer can listen to you. You can control apps, dictate emails and letters and search the web on both your Mac and iPhone. So why is voice recognition not more popular?

Ten or so years ago we imagined the future would be all about holograms, virtual reality and voice control, but now, in 2011, we've not quite reached those lofty expectations. While 3D TV is slowly filtering into the mass market and augmented reality has begun to replace the chunky headsets seen on 90s gameshows, voice control really hasn't made the mark we were expecting it to. So what is it about voice recognition that has left more of us typing than talking?

Voice recognition in a nutshell

In order to fully understand the ins and outs of voice recognition we need to look at its main uses, of which

»

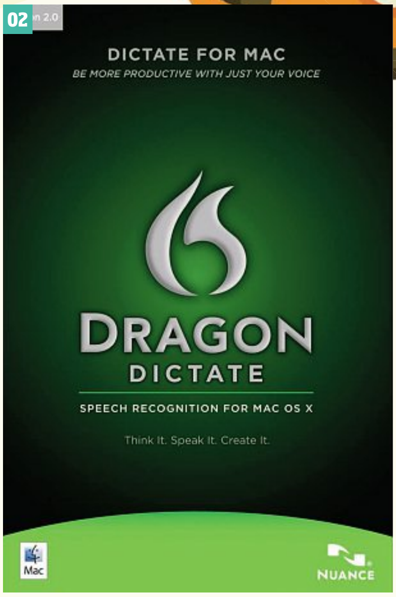
Lunch
At 2
7
8

Note to SELf
Knock KNOCK

01

MacSpeech
MacSpeech Scribe
Personal Transcription for Mac OS X
Mac
POWERED BY Dragon FROM NUANCE

02


DICTATE FOR MAC
BE MORE PRODUCTIVE WITH JUST YOUR VOICE
DRAGON
DICTATE
SPEECH RECOGNITION FOR MAC OS X
Think It. Speak It. Create It.
Mac
NUANCE

03

[01] Scribe (www.macspeech.com) takes the hassle out of transcribing audio notes by learning your voice.

[02] Dragon Dictate (www.nuance.co.uk) enables you to speak your text into in a number of different Mac apps.

[03] Apple tried an almost solely voice-controlled product with the iPod shuffle but ended up going back to button control.

there are three distinct categories. The first is voice control; simple spoken commands that can do anything from check for new mail to switch between applications. Voice control within Mac OS X is an assistive technology but can be used as a quick way to handle common tasks. The same technology is used for Voice Control in iOS to switch tracks, as well as by in-car stereos to control playback, phonecalls and SatNav.

Dictate the proceedings

Then there's dictation, which requires more impressive speech-recognition work. This is handled by apps from Nuance such as *Dragon Dictate*, which uses algorithms to learn your voice and understand what you say. For these more advanced applications you will need a decent-quality microphone or headset and a profile will need to be created so that your unique voice patterns can be understood accurately. This also applies to apps such as *Scribe* from Mac Speech, which learns your voice from audio files and can transcribe audio notes you have made into text documents.

The final category has seen an increase in awareness and functionality with the rise of the iPhone and Android handsets. Apple recently acquired a company called Siri that specialises in voice search and Google already has voice search included as part of its Google apps. Voice search, while not as technologically advanced as the dictation apps, picks out keywords from your requests and actions them based on its understanding, for example, searching for nearby restaurants. This category slightly overlaps with voice control, but with advances made by Google especially, it deserves its own category for its location-aware nature.

You may not know it, but your Mac actually has speech recognition technology installed by default. Try it out for yourself. Head to *System Preferences* and click on the Speech button. From here, you can not only name your Mac in order to give it commands ("Computer, check my email" and so on) but you can also tell it to be constantly listening for your commands, so if you do need to switch apps and don't have a hand free, you can just say it out loud. Amongst the many spoken commands a Mac will understand, you can even ask it to tell you a knock-knock joke. Just say "Tell me a joke", and your Mac will respond "Knock-knock", to which you must reply "Who's there?", and so on.

For more advanced tricks, head to the Command tab under Speech in the *System Preferences* pane and click the Open Speakable Items Folder. Here you will find scripts for individual actions and specific applications that you can edit and rename to suit you. To create your own shortcuts, you can simply change the name of a script that already exists or duplicate a script and edit the contents using *AppleScript*. If you want to change what you need to say in order to invoke a shortcut, simply change the file name of the speakable item to anything

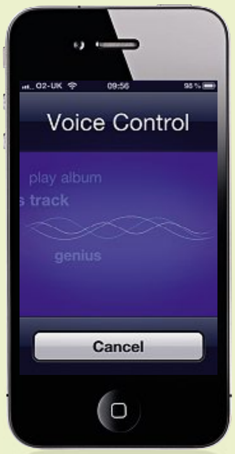
> *"If you need to switch apps, but don't have a hand free, just say it out loud. You can even ask your Mac to tell you a knock-knock joke…"*

COOL FEATURES / iPhone Voice Control

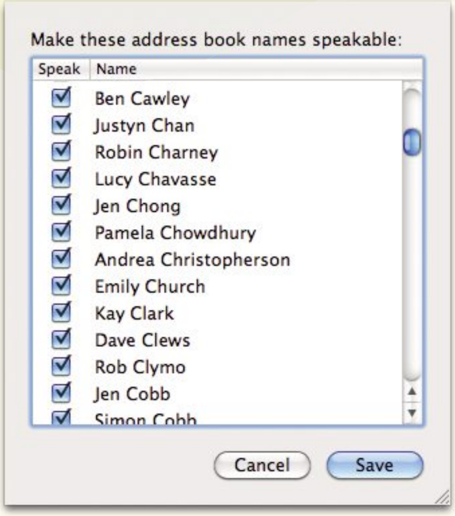
The iPhone provides its own voice recognition in the form of Voice Control. If the user holds down the Home button for about three seconds, the Voice Control interface appears, allowing them to speak commands to their phone. These controls are primarily used for controlling iPod playback, but they also enable the user to play, pause, select playlists and even create them using only their voice.

It can also be used to initiate hands-free calls, making it the ideal tool for those with iPod connectivity in their car. However, it's a risky game should your contact list not be very organised, as you're likely to end up calling the wrong person if you don't speak clearly enough or they are not listed properly. This obviously has its drawbacks…

Apple clearly has big plans for voice recognition in the iPhone since acquiring Siri, a company that has achieved great acclaim for its voice recognition software, and we would expect the next iPhone to offer even better voice search and control features.



The iPhone offers voice recognition, but there's still a way to go.



Make these address book names speakable:

Speak	Name
☑	Ben Cawley
☑	Justyn Chan
☑	Robin Charney
☑	Lucy Chavasse
☑	Jen Chong
☑	Pamela Chowdhury
☑	Andrea Christopherson
☑	Emily Church
☑	Kay Clark
☑	Dave Clews
☑	Rob Clymo
☑	Jen Cobb
☑	Simon Cobb

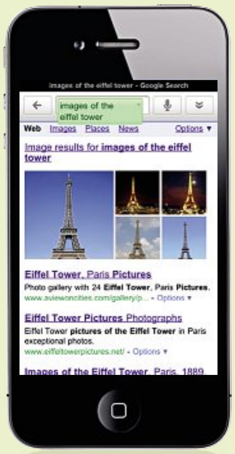
If it helps, you can even set your Mac to recognise names from your Address Book that you say out loud.

» iPHONE APP / Google Voice Search

Google Voice Search offers a number of benefits over Apple's Voice Control, primarily its ability to access Google searches based on your voice commands. The app is clever enough to understand exactly what you're asking for, such as image searches of specific places, people or objects. You can even ask a question like: 'Who is the tallest man in the world?' The app will find the answer you're looking for on Google. By understanding your location, Google Voice Search will tailor your questions to your surroundings. So, for example, if you were to ask it to search for 'Italian restaurants' it would look for establishments in your surrounding area based on your GPS location.

The app can also tell when your phone is placed next to your head and therefore when to begin recording. This makes searching a far more exciting and hands-free experience.

No doubt Apple will be looking to replicate these features in its own app or as part of the iOS software in future releases.



images of the eiffel tower - Google Search

images of the eiffel tower

Image results for **images of the eiffel tower**

Eiffel Tower, Paris Pictures

Photo gallery with 24 **Eiffel Tower**, **Paris Pictures**.

www.aviewoncities.com/gallery/p... - Options ▾

Eiffel Tower Pictures Photographs

Eiffel Tower **pictures of the Eiffel Tower** in Paris exceptional photos.

www.eiffeltowerpictures.net/ - Options ▾

Images of the Eiffel Tower, Paris, 1889

Google is still leading the way in voice search for iPhone and Android.

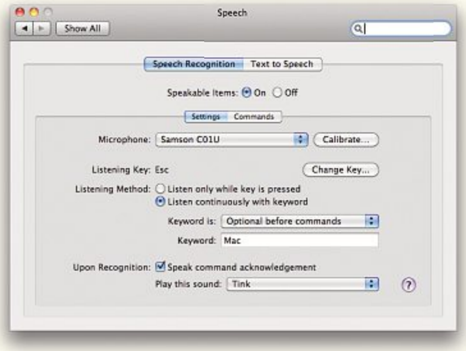
you wish to use instead. Applications that aren't already featured in the speakable items folder can be added, as well as shortcuts and voice commands included or made from scratch. When used correctly, this speech recognition is a handy tool, but it's far too easy for it to mistake a command or mistake a conversation (or you talking to yourself) for a command. The outcome is a lot of repetition and accidental actions taking place. There is an option available to turn a key on your keyboard into a kind of "push to talk" button, but using a finger to allow voice input kind of defeats the object of hands-free voice control. With a little tweaking and care, it's easy to control a number of applications and basic functions on your Mac without having to touch the mouse or keyboard, but it's certainly not perfect.

Talk to your phone

The iPhone and certain models of iPod also make use of speech recognition to change tracks, make calls and create playlists. By invoking Voice Control on the iPhone, a number of voice commands are available, much like speech recognition in Mac OS X. Also like the Mac speech recognition software, voice control on the iPhone provides feedback to help ensure you select the correct command. As with desktop voice recognition, the iPhone's voice control can also be hit and miss, and you run a likely risk of calling the wrong person at the wrong time or playing obscure tracks from your *iTunes* library by accident. With the new second microphone in the iPhone 4, audio clarity has been dramtically improved, leading to fewer mistakes, however it is still possible to make errors, especially when the headphones are plugged in.

For this section of the feature, we thought it was only fair, while extolling the virtues of voice control and dictation, to attempt to write it using only our voice. Making use of Dragon's *Dictate* software we are currently sitting in front of an iMac, looking pretty strange, speaking aloud as if to a secretary. In terms of accidents, the speech recognition in Dragon software is far more accurate, as it performs a series of tests and procedures that learn your voice and build a profile for specific uses. So, even if you have a particularly unusual voice, your dictation is surprisingly error-free. The other benefit speech recognition offers is pace. While commands spoken to your Mac may take a few seconds to execute as the computer attempts to understand what you've said, *Dictate* can handle large sentences at a time. The software provides a floating window that hovers over your currently running application and enables you to perform basic dictation as well as related tasks, such as saving files, sending email and more. With word processing the difficulty arises in distinguishing between the words you want dictated and commands such as punctuation, therefore you have to be very careful when adding commas and full stops. As if to illustrate the point, that last sentence took a little longer than normal due to the app thinking we wanted a comma followed by the word "is" rather than the word "commas". One of the most important things you will learn when using software such as *Dictate* is that you need to speak clearly but

»



Speech Recognition | Text to Speech

Speakable Items: ● On ○ Off

Settings | Commands

Microphone: Samson C01U

Listening Key: Esc

Listening Method: ○ Listen only while key is pressed
● Listen continuously with keyword

Keyword is: Optional before commands

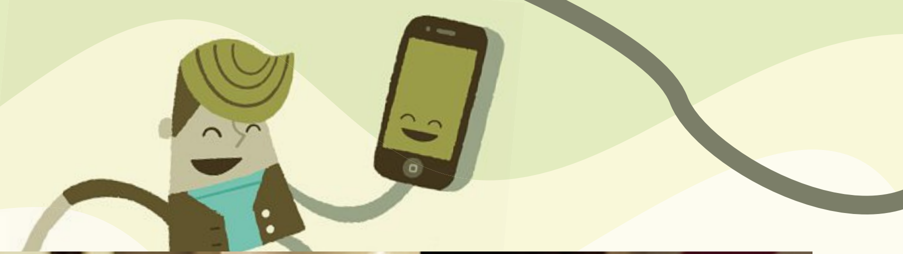
Keyword: Mac

Upon Recognition: ☑ Speak command acknowledgement

Play this sound: Tink

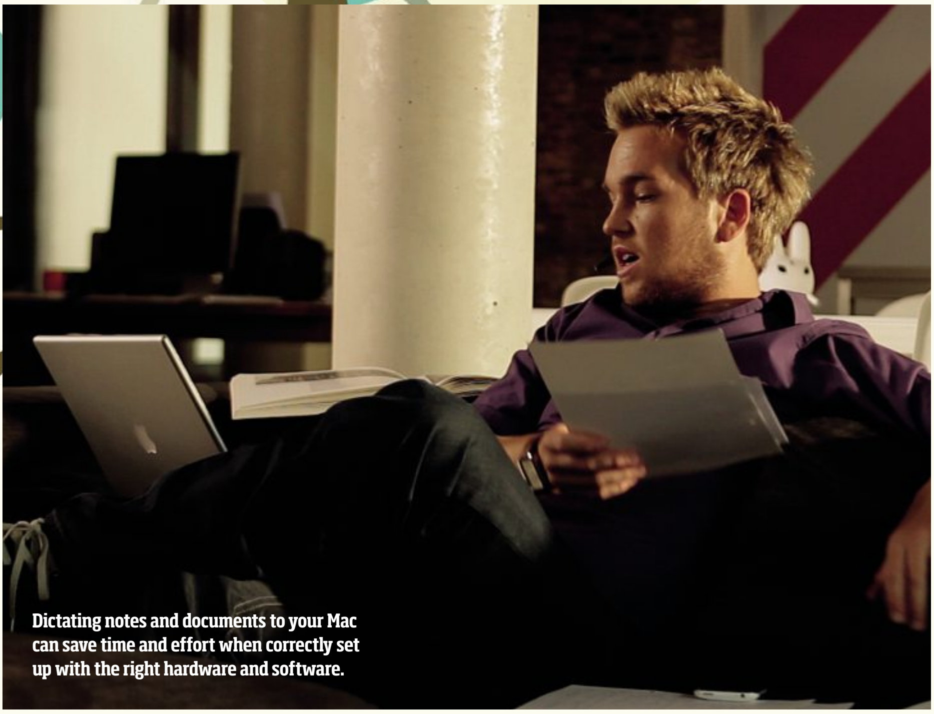
Set up up your Mac so it's ready to hear your commands using the Speech pane of System Preferences.

> *"The iPhone and certain models of iPod make use of speech recognition to change tracks, make calls and create playlists"*



naturally, as if you were speaking to another human being. Tiny intonations in your voice and the raising and lowering of pitch give clues to the software as to what you're trying to say, especially when using words with more than one meaning. *Dictate* can work with your Mac's built-in microphone or another microphone you may be using, however it's best to use the recommended hardware such as the Plantronics headset we were provided with. Headsets with a push-to-talk or mute button are the most useful as they avoid accidental inputs if you happen to clear your throat or begin a conversation with a friend or co-worker. The application is constantly working to learn your voice in order to provide a flawless experience, and you can return to the practice tests at any point to give it a clearer idea of the way you speak. You can also create profiles for different locations where there may be background noise, such as in an office or a coffee shop (although how many of us would want to be speaking out loud to a computer in a public place?).

Despite the comma issue (which *Dictate* seems to think should be "congress you") it's very easy to ramble on for hours and hours, while the application hastily notes down everything you say. Nuance also provides a piece of software called *Scribe*, which does largely the same job as *Dictate*, except it works with audio files you have recorded previously using an iPhone or another recording device.



Dictating notes and documents to your Mac can save time and effort when correctly set up with the right hardware and software.

Again, this software has to learn your voice before it can accurately transcribe your audio file and can only do so when it has a profile created. Once complete, it's a simple process of importing your audio note, checking for errors and receiving the transcribed text. The same applies to the *Dragon Dictation* app available for iPhone and iPod, which does a pretty good job of recognising your voice in real-time and saving it as text. While *Dragon* is the best way we have found to control applications and accurately dictate, it doesn't provide the totally hands-free experience one might expect. While it's a great deal easier to walk around the room calmly speaking your thoughts while the computer does the work, there has to be a level of editing and adjustment before you save your final copy. Once again, as if to illustrate the point, we just changed 'savior' to the correct 'save your' in the last line. We dictated more than 50% of this feature, amounting to 1000 words or so, and found we only had to weed out a few common mistakes such as similar-sounding words, grammatical errors and missing capitalisation, but it was light work in comparison with many options we've tried before.

> *"We dictated more than 50% of this feature, and found we only had to weed out a few common mistakes, such as grammatical errors"*

Get bossy

It seems that speech recognition isn't quite at the level one would expect at this stage in its development. The software understands what we are saying and can accurately transcribe those words, it can also perform basic commands based on voice input, but it's perhaps the software performing the actions rather than the engine transcribing the text that needs further development. Rather than simply telling a computer to check for mail as you could do in the same amount of time with a mouse

>> CHOOSE YOUR PRODUCT / Nuance Software

Nuance makes voice recognition products for the Mac, the first being *Dragon Dictate* and the second *MacSpeech Scribe*.

Dragon Dictate accurately transcribes your voice as you talk, *Scribe* handles pre-recorded audio files and turns them into text. Both have their benefits and are designed with specific uses in mind. *Dictate* is aimed more at writers, students and professionals, who need to write lengthy letters and other documents; while *Scribe* is better suited to reporters, surveyors and other professions where audio notes are commonplace and essential for their work. Nuance also provides a free voice-recognition app for the iPhone and iPod called *Dragon Dictation*, which offers basic functionality and can turn speech into text live on your device. The company also makes products for Windows, making it one of the best and well-established voice-recognition providers on the market. The software doesn't come cheap, however, so look to spend around £100 or more on the desktop apps.

TOP 3 / The best kit for flawless speech recognition

Plantronics Headset

Plantronics provides the headsets of choice for Nuance dictation products and come bundled with the top-end dictation packages. The simple folding design of the microphone-and-headphone combo makes it easy to store. However, the USB connection and cables do tend to clutter your desktop. A small mute button is also featured, allowing you to avoid accidental dictation.

Logitech ClearChat Wireless Headset

This sleek headset uses Bluetooth to connect to your Mac and send your voice commands wirelessly to it. The lack of wires is a bonus and the cushioned earpieces make the ClearChat a comfortable unit to wear for long dictation projects. They're not cheap headphones, costing around £70, but they will be a welcome break if you're tired of cables limiting your movement, especially when using a laptop.

Aliph Jawbone II Bluetooth Headset

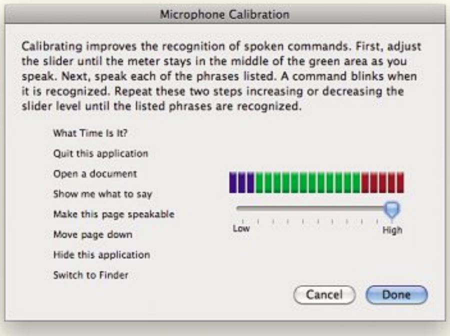
This Bluetooth headset is a lightweight option for mobile users wanting to use voice control on the move. The Jawbone picks up the vibration made by your voice and cancels background audio for the clearest possible dictation to the iPhone's Voice Control, Google's Voice Search and Nuance's *Dragon Dictation* app. It's also priced competitively in comparison with other headsets.

click, why can they not answer more complex questions such as "Do I have any important email?" There would be more use in a method of using simple scripts along the lines of Google's priority inbox, which understands that when you say "important" you mean a specific set of contacts who may have emailed you. The same is true of apps such as *iCal*, where currently scheduling meetings or events isn't as simple as one might think. What if you were able to say to your computer: "Set lunch with Dave tomorrow at two" and the computer understood your command, set the calendar date, emailed Dave and even went ahead and reserved a table at your favourite restaurant using an online booking form. The technology exists, it's just about how it's applied. And here is where the crossover between desktop and mobile voice recognition is making the biggest difference.

Voice Search

Google search facilities get better and better with each update and now, via the iPhone and Android handsets, it can provide search results based on a spoken question, taking into account your location and preferences. This is as close to true voice control as we have ever been. *Siri* performed a similar job on the iPhone then mysteriously disappeared from the App Store before the announcement was made that Apple had bought the company. Following its public spats with the search-engine giant, Apple is unlikely to continue using Google's search, maps and voice recognition tools, but sees the major benefits voice recognition offers mobile phone users, hence this acquisition. Perhaps smartphones and the explosion of powerful GPS-enabled devices is exactly what the speech-recognition industry needs – an injection of awareness to bring it into the mass-market. As the world becomes increasingly mobile with iPads and iPhones taking on more of the daily burden traditionally consumed by laptops and netbooks, speech recognition is a much-needed tool, the popularity of which is likely to increase. It won't be long before a synced phone mounted in a vehicle will respond to voice controls as standard and companies such as Ford, with its Voice Activated Sync, are leading the way. This control of devices through voice is not only convenient, but a serious safety measure to counteract the dangers of using a phone while driving.

"As the world becomes increasingly more mobile with iPads and iPhones, speech recognition is a much-needed tool"



Calibrating improves the recognition of spoken commands. First, adjust the slider until the meter stays in the middle of the green area as you speak. Next, speak each of the phrases listed. A command blinks when it is recognized. Repeat these two steps increasing or decreasing the slider level until the listed phrases are recognized.

What Time Is It?
Quit this application
Open a document
Show me what to say
Make this page speakable
Move page down
Hide this application
Switch to Finder

Turn on Speakable Items and your Mac will respond to commands including app switching and email checking.

Fancy talk or careless whispers?

With the many benefits of speech recognition, it seems strange that it hasn't quite taken off in the way some would have expected. But it appears that things are now beginning to change. On the desktop, it seems that voice recognition is likely to remain limited to just dictation apps, however the mobile platform is where more exciting voice-recognition apps are beginning to emerge. To control your computer with your voice isn't quite as natural as some might think, and without 100% accuracy leads to too many time-consuming errors. The fact is you always need to use a keyboard even if you can do the majority of tasks with just your voice, and therefore voice recognition will never truly rule as an input method. As smartphones become more powerful and more like computers, they become the ideal tools for voice-recognition software. And when combined with a search engine such as Google's Voice Search, keyboards could almost become a thing of the past. If it weren't for games, perhaps a manufacturer would have already attempted a completely voice-controlled device? In a way, Apple already has, with its almost buttonless iPod shuffle. The latest shuffle still offers voice control, however buttons were reintroduced after a lack of interest from consumers in a solely voice-controlled product. "People clearly missed the buttons," said Steve Jobs at the time. Perhaps none of us want to be limited in control options; perhaps we're a little too shy to tell our electronic devices what to do in public. We certainly felt a silly during the writing of this feature as we babbled away into a microphone while others looked on quizzically. Ultimately, it comes down to adoption and a sense of 'normality' from technology. Remember, hands-free calling was once a niche feature but is now widely accepted, even if users do appear to be talking to themselves. For voice control and speech recognition, the same is true. If telling a device what to do with your voice becomes the standard, more and more people will start giving their fingers a rest. ●

Q&A

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

>> MEET YOUR Q&A EXPERT

Whatever your Mac-related problem, from misbehaving MacBooks to withering wireless, Luis Villazon can help.

>> ASK LUIS A QUESTION

Got a problem with your Mac? Then why not send your queries to Luis at **macformat.helpline@futurenet.com** and see if he can help.

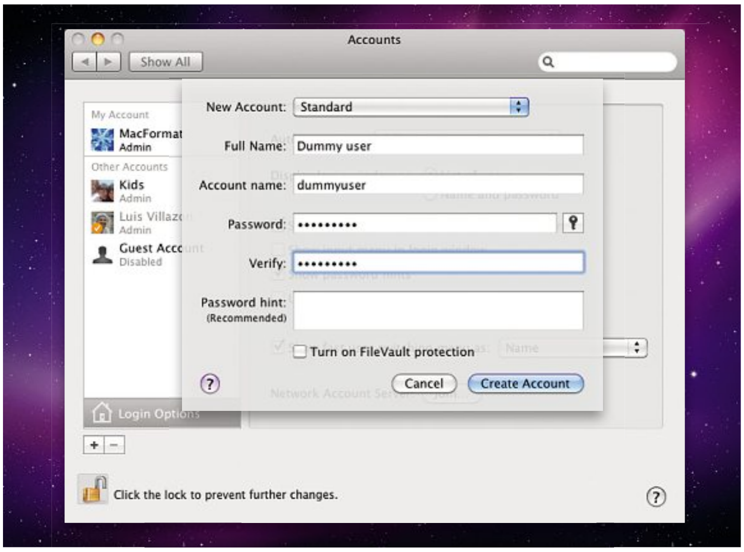
"Can I split my iTunes library to save space?"

Q **I would like to save space on my eMac by running *iTunes* on an external hard drive. I think I read an article on moving *iTunes* onto an external HD in *MacFormat* but I can't locate it. I have partitioned the Iomega eGo and am using half as a backup with *SuperDuper!*. The other half I intend to keep for occasionally used items and *iTunes*, which will have different music genres from that on my iMac.**

Ian Jamieson

A If you untick the box marked Copy files to iTunes Media folder when adding to library in iTunes > Preferences > Advanced, then you can keep your music files in different places, even though they're still organised into the same virtual library. You can drag individual artists, albums or songs onto your external disk from /Music/iTunes/iTunes Music and delete them from your internal disk. When your add these back into *iTunes* with File > Add to Library, the files themselves will stay on the external disk but the library database will be updated to reflect the new location.

The Power Mac is not so powerful if it overheats…



New Account: Standard
Full Name: Dummy user
Account name: dummyuser
Password: •••••••••
Verify: •••••••••
Password hint: (Recommended)
☐ Turn on FileVault protection

Click the lock to prevent further changes.

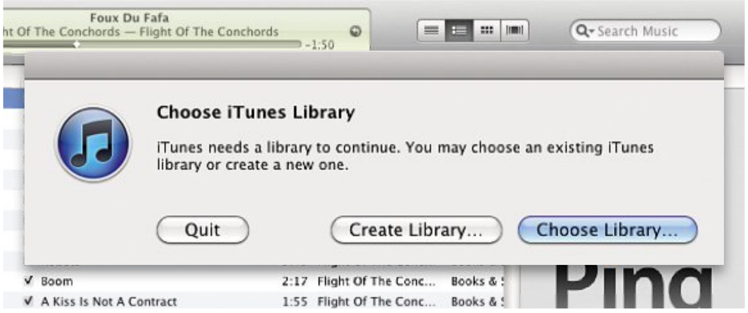
A useful diagnostic step is to create a new user account to see if problems persist there.

Another way to do this is by keeping completely separate libraries. You can create a new library in *iTunes*, the same way you can in *iPhoto*, by holding down ⌥ when you start the app. This will prompt you to create a new library or choose an existing one. If you keep one library on your internal disk and one on the external disk, you can switch between them when you start *iTunes*. Which method suits you best will depend on whether you're just moving some genres off the internal disk because you don't listen to them much and want to save space, or whether you genuinely want to create two separate music libraries – for different members of the family, for instance.

"Why is my Power Mac G5 overheating?"

Q **Before I give the last rites, is there anything I can do to save my much-loved and otherwise perfectly working Power Mac G5, which now randomly and suddenly shuts down, particularly on hot summer days?**

My Mac reseller reckons it's a faulty power supply but, to be honest, I'm not so sure. Running the Apple Hardware Test did not show any issues, but the system


Foux Du Fafa
ht Of The Conchords — Flight Of The Conchords
-1:50
Search Music
Quit
Create Library...
Choose Library...
Boom 2:17 Flight Of The Conc... Books &
A Kiss Is Not A Contract 1:55 Flight Of The Conc... Books &
Ping

Choose iTunes Library

iTunes needs a library to continue. You may choose an existing iTunes library or create a new one.

You can switch between multiple iTunes libraries at launch by holding down the ⌥ key.

log (/var/log/system.log) shows a repeated 'Fan failure' message:

```
May 22 00:03:05 Fella kernel[0]: Fan failure!
May 22 00:03:35: --- last message repeated 29 times ---
```

I checked the fans and all seem to be working fine. I installed *Temp Monitor*, which shows 'memory controller heatsink' occasionally running at 65-70ºC (149ºF - 158ºF) and 'CPU A' temperature exceeds the 'Upper Limit' of 75ºC (167ºF). I wonder if overheating is triggering the shutdown? I would be prepared to buy a second-hand G5 and cannibalise it for parts. Or is it perhaps time to lay my G5 to rest and buy a shiny new Intel iMac?

David Mackinnon, Australia

A Even without the system log messages, a computer that randomly shuts down already makes overheating the prime suspect.

If the problem gets worse when the ambient temperature is higher than normal, then you have enough evidence for an arrest.

The system log is really just a confession for the benefit of the tape, at this point. Start by taking the case off so you can keep a better eye on the fans. There are several different ones in a PowerMac and it's possible that one of them is only sticking occasionally or at certain rev ranges. It may also be that the power lines to that fan have an intermittent connection but I'd consider that a distant second choice. A faulty PSU is very unlikely because this would normally affect every component on the same voltage rail, not just one fan. Judging from the system log, it looks as if either the CPU fan is sticking, or has a loose power connection. Replacing this is very cheap anyway, so it's a good place to start.

"My Word for Mac 2011 crashes on launch. Help!"

Q **I've just (apparently successfully) installed the new *Office for Mac 2011*, but both *PowerPoint* and *Word* crash before fully launching. I tried the option to reset settings and relaunch but they still crash. Is this really compatible with OS X 10.5.8 on a 2.66GHz Intel dual-core Mac? I have asked Microsoft's technical support but they just gave me boilerplate troubleshooting instructions. Can you offer better help, please?**

Frank Bardgett

A *Office for Mac 2011* claims to be compatible with 10.5.8 and later. This means any problems you experience are Microsoft's fault and not yours. I imagine that is scant consolation. There was an update (14.0.2) released on 13 December last year described as containing "improvements to stability and reliability". Bug fixes, in other words. If you haven't downloaded this one yet, from **http://support.microsoft.com/kb/2476509**, give that a go. If it doesn't help though, you have two options: hold out for a later bug fix that does, or roll up your sleeves and try to fix it yourself. I have read lots of reports of *PowerPoint* crashing on launch (*Word*, not so much) and it looks as if this may be caused by corrupt font files.

One way to test this is to create a new user account and try *PowerPoint* from there. If this works then the problem may be due to an additional font installed on your normal account. Move them all to a temporary holding folder and see if that helps. If it does, migrate them back one at a time until you find the culprit.

AirPlay antics

Bill Gallop

Some Apple software updates have recently been released that seem to be building the foundations for another change in the way we consume media around the home. iOS 4.2.1 for iPhone, iPad and iPod touch, *iTunes 10.1*, Apple TV 4.1.1 (in reality that's iOS 4.2.1 again) and finally *Remote 2.1* for iOS have all featured one thing, AirPlay.

Anybody who owns an AirPort Express base station will be aware you can stream audio from *iTunes* running on your Mac to a set of speakers connected to the AirPort Express. That technology used to be called AirTunes but late last year it was renamed AirPlay and started to gain a slew of new features.

Instead of just being able to stream from *iTunes* you can now stream audio from your iOS device to your AirPort Express-connected speakers. And you can also send that audio to an Apple TV, as well as stream videos and photos if you have a second-generation Apple TV. Most of us don't keep a large library of movies on our iPod or iPhone, but keep them on our Mac – so wouldn't it be a good idea if we could stream video from *iTunes* to your Apple TV as well? Good news, you can.

> *"Instead of just streaming from iTunes, stream audio from your iOS device to your AirPort Express-connected speakers"*

Mac upstairs and big-screen TV with Apple TV downstairs? Not a problem, because with the *Remote* app for iOS you can control *iTunes* from your iOS device and send audio or video to your Apple TV or AirPort Express. At CES, in January, iHome, Klipsch and Bowers & Wilkins announced speakers that support AirPlay so you soon won't even need an AirPort Express to stream music around your house. With all those possible receivers it would be a shame if the music at your party were restricted to just the one set that you were streaming to. Again that's not a problem, as with *Remote* you can stream to multiple AirPlay speakers at the same time.

The community are getting behind AirPlay as well; *Airfoil* (**www.rogueamoeba.com/airfoil**) can stream audio from most apps on Mac or Windows. Erica Sadun (**http://ericasadun.com**) is at work on a couple of utilities, *AirPlayer* allows you to send audio and video from your iOS device to your Mac and *AirFlick*, which will let you send local and internet audio and video from your Mac to your Apple TV (or AirPlayer on another Mac).

Bill is Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his knowledge with you, from upgrading your operating system to the advantages of RAW files.

QUICK TIP

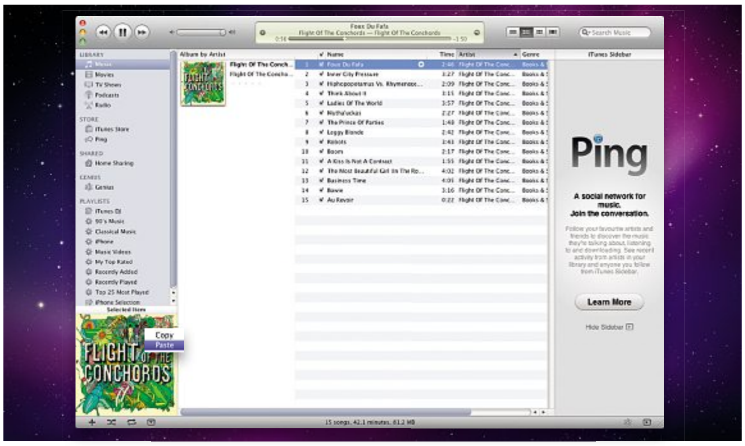
You can use Spotlight's search service from the command line by typing 'mdfind' and then your search criteria. If the results list is very long, you can pipe it to a text file with mdfind mysearchcriteria > results.txt.

"When is free software not actually free?"

Q I downloaded some software from the internet including *Desktop Publisher Pro*, which is supposed to be a free download. It asks me to tap in the registration key in order to use it, but I have to buy it. Is it safe? How can I uninstall these downloaded software programmes?

Andrew D Murr

A *Desktop Publisher Pro* has a free trial but this doesn't let you save and only prints with a watermark. My dodgy-software radar is also beeping like crazy. The reviews on several reputable download sites are consistently terrible; it has been implicated with harbouring malware, and it is hosted on some very suspicious sites indeed, such as brothersoft.com. Before you download software from the web, it is always worth a few moments to Google the name of the software and the download site, if either of them is unfamiliar to you. Suspect files will usually be flagged in forum posts from lots of different sources. See our step-by-step guide on page 84 to learn how to check whether a download site is safe. To remove the program, all you need to do is simply drag it from Applications to Trash. If the original DMG file is still mounted, unmount it (by clicking the 'eject' triangle next to its icon, in *Finder*) and drag that to the Trash as well.



Copying and pasting downloaded album art permanently embeds the art into the song file.

"How can I move my iTunes album art to a Mac?"

Q I've put a lot of work into *iTunes* - loading my CDs, checking and correcting the track listings where they're available and keying them in where they're not. I've also scanned covers that aren't in the Album Artwork. Now I want to transfer the whole lot from my PC to a Mac that I've been permitted to share. I've found that transferring the *iTunes Music* folder via an external disk and importing into *iTunes* on the Mac brings all the corrections to album name, track title and so on, but is it possible to take over the artwork as well? I really don't want to go through that again!

John Harris

A Have you actually tried this? Because album art that you add yourself gets embedded in the track itself, so it should move when you

MACFIXIT TIPS / Applications asking to accept network connections

When you open a program that uses incoming network services for the first time, the system will first check whether or not you have a rule for that program in the firewall (if the firewall is active). If there is no rule for the program, the system will ask the user to either allow or deny the program access to incoming network connections.

The request to allow or deny network connections should only appear once for a given program, but there are times when the system may always ask for network connections. Sometimes this can be for all programs, but at other times it may only happen for one specific program. There are a few possibilities why this may happen:

1. Corrupt firewall settings

Sometimes the system firewall may not be loading properly, which can be from corruption in the firewall settings. If this happens, the best way to fix the problem is to remove the firewall preferences file and restart the system. The file is called **com.apple.alf.plist** and is located in the **/Macintosh HD/Library/Preferences** folder.

After this file is removed and the system is restarted, you will be prompted to allow or deny network connections for your commonly used apps again.

2. Corruption in apps

If the problem happens only for one application, then the program itself might be corrupted. If files within an application package are altered, the program's code-signing will no longer be valid and services such as the firewall, which interact with the program, may have trouble with it.

Try reinstalling the program from scratch to see if a fresh copy will load properly and retain firewall settings.

3. Modified applications

Sometimes people may purposefully alter an application package's contents, such as adding colours back to the recent *iTunes* releases that removed them. While modifying programs might give desired features, it can also have the drawback of breaking the code signing and resulting in the program being treated by the system as if it was corrupted.

If this is the case, as with corrupted applications you can reinstall the software, but if you want to retain the custom modifications, you will have to put up with the firewall warnings. Keep in mind that only modifying the contents of an application package will break the code signature, so if you enable hidden features of a program using preference files then you should not have this problem.

MacFixIt
Troubleshooting Solutions for the Macintosh
Tips supplied by MacFixit.com

MACFIXIT TIPS / Fix slow start-ups in OS X

Sometimes after adding new system components or changing the hardware configuration of your system you may find the OS loads slowly. Usually this only happens after the first restart; however, there are times when it can persist. If the system always runs slowly then there may be problems with the hard drive, or the configured file systems on it, and you should run diagnostics utilities to tackle the issue. If, on the other hand, the system runs fine except for sluggishness or pauses during boot, there are several options to try.

Start in Safe Mode

The first thing to try if the system continues to start slowly is to boot in Safe Mode, to clear the dynamic loader shared cache and potentially clear pauses at the blue screen before the system either logs in or presents the log-in window. Booting to Safe Mode just requires holding the ⇧ key immediately after hearing the boot chimes when starting or restarting your computer. After this is done, the system will present the log-in window (regardless of whether you have automatic log-in enabled), and since there is no need to log in, you can immediately restart the system.

Rebuild kernel extension caches

Though you can use a number of maintenance utilities to clear and rebuild the kernel extensions caches, another approach is to run these commands manually in the *Terminal*. Doing so ensures you know exactly what commands are being run, and also allows you to customise them if needed.

First ensure the system root is owned by "root" and group is set to "admin" by running the following command in *Terminal*:

```
sudo chown root:admin /
```

Then, update the pre-linked kernel for the system, to ensure all previous kernel extensions are loaded at boot. This will grab any new kernel extensions used for added system hardware and include them when pre-linking the kernel.

```
sudo kextcache -system-prelinked-kernel
```

After this command is done, rebuild the cache for the kernel extensions by running the following command:

```
sudo kextcache -system-caches
```

Can this hurt anything?

Sometimes people wonder if they can hurt anything when running various *Terminal* commands. Technically the options for the kextcache command can be misused to either not load or improperly load extensions, which can result in an unstable system; however, the uses described above do not specify any custom extension loading and therefore stick to the default locations and sets of extensions for the system.

MacFixIt
Troubleshooting Solutions for the Macintosh
Tips supplied by MacFixit.com

move the music. Art that you have downloaded from within *iTunes* will be stored in \Music\iTunes\Album Artwork, in the form of ITC files, which are Cover Flow files. If you just copy all the music across, only the art you have added yourself will be included and you can hit iTunes > Advanced > Get Album Artwork to download everything else anew. If you don't want to do that, you can manually embed the artwork for each album. Right-click a song and click Get Info. Select the Artwork tab and hit ctrl+C to copy the cover, then hit ctrl+V to paste it back in. This won't look like it has done anything, but because you have pasted the image in yourself, *iTunes* will embed it in the song. You only need to do this for one song in the album for *iTunes* to use it for the entire album.

"Which is better: a TV or a monitor? Please advise!

Q The Apple LCD Cinema Display is an incredible piece of kit. Not only does it have a beautiful 2560x1440 pixel backlit LCD screen but it also features a built-in MagSafe charger, three USB 2.0 ports, an iSight camera, microphone and speaker system. Even so, to me it seems very expensive compared to alternatives – for example, the prices of LCD TVs have tumbled recently to under £350 with Freeview and speakers built in.

What are the pitfalls of choosing one of these compared to a monitor designed specifically for computer use? At the 1920x1080 resolution, what's the largest screen size you would recommend without it becoming too pixellated for working in front of?

Tony Payne

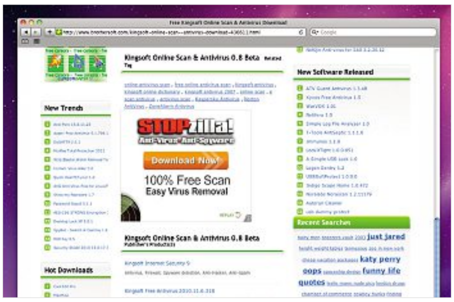
A The problem isn't really about the pixellating; it's about how close you want to sit from the screen before the display area extends beyond your normal field of view. For a monitor on a desk, that's about 30 inches maximum. Even a 1080p TV will only support a resolution of 1920x1080 though, which is still less than the 2560x1440 of the Apple display. TVs aren't inherently cheaper, they just allocate their budget in different places. TV resolution is limited by broadcast formats so they don't need so many pixels. But they are designed to be watched from further away, so a bigger screen is more immersive. TVs also feature built-in speakers that generally have higher sound quality than computer monitors. Unless you want to watch broadcast TV on your monitor as well, there's little point in getting a TV. I'm not surprised you don't want to pay Apple prices for a monitor as there are much more competitively priced alternatives. Check our buyer's guide for some suggestions.

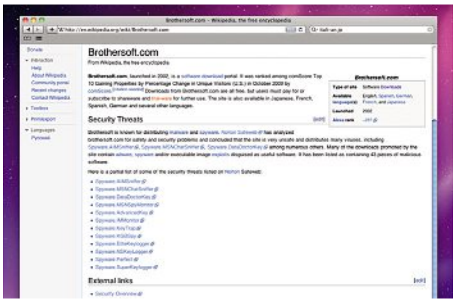
QUICK TIP

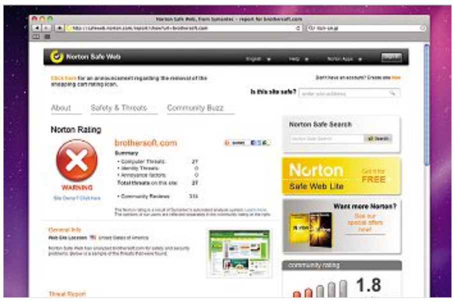
Instead of typing file paths into the command line in *Terminal*, drag a file or folder from *Finder* to the *Terminal* window and the path will be entered for you.

As gorgeous as they are, you might want to ask yourself if you really need an Apple Cinema Display.

HOW TO / Avoid installing dodgy software







01 Visual check

Dodgy download sites often can't help giving themselves away. Adverts for obscure 'virus scanners' or tune-up utilities, very busy page layout and a list of recent searches from other users that are all looking for hacks and licence key cracks are all pointers.

02 Google is your friend

Search the name of the site and skip matches that are on the site itself. Quite often a forum post from a good site will flag up the bad reputation of a site associated with malware. If the file you want isn't hosted on a reputable site, ask yourself why.

03 Get a safety report

There are services that report on the safety of high-profile sites. Don't rely on just one. Try **http://safeweb.norton.com**, **www.mywot.com** and **www.siteadvisor.com**. While Macs can be spared from viruses, there's no need to wade through sewage. ●

QUICK TIP

When you are troubleshooting hardware problems, always shut down and then restart your Mac, rather than selecting **Restart** from the menu. Restart does not perform a full hardware test and you may miss important diagnostic info.

"Should I just get rid of my Time Machine?"

Q For some time now I've had a problem with *Time Machine*. I use an external 500GB drive and it looks like the backups go normally. But when I start *Time Machine*, it is hanging; the only way to get back is ⌘+⌥+esc. My local Mac shop says the answer is to format everything. To me this doesn't seem like a good solution. I was thinking of using *SuperDuper!* to at least have a good backup.

Joseph Mendes

A Reformatting is rarely a good troubleshooting step and it won't help here. If the backups appear to be completing properly (check if the 'Latest backup' message is updating when you right-click the *Time Machine* icon on the menu) then the problem could be with the *Time Machine* interface and its restore function. Try creating a new user account and accessing *Time Machine* from there. If that works, delete /Library/Preferences/com.apple.finder.plist on your original account, then reboot and try again. Otherwise, make sure you have *Finder* running (even if you are using a replacement, such as *Pathfinder*) and if you have *Spaces* enabled, try turning that off. It can help to deselect the *Time Machine* disk in Preferences, then reselect it.

SuperDuper! is an excellent backup tool and I use it to create a complete bootable clone of my drive once a

MACFIXIT TIPS / Google DNS slowing down iTunes and Apple TV

AppleInsider has reported a possible cause for slow Apple TV and *iTunes* download speeds: the use of Google's DNS servers. Last year Google started a public DNS service, but AppleInsider mentions that because some download services use the DNS server to locate the nearest download server, using Google's DNS servers (which are at one location) will route everyone to the download server closest to them and bog it down.

If you are experiencing slow performance with *iTunes*, check for other DNS settings on your system by going to the **Network** system preferences; select each network connection, and click **Advanced**. Choose the **DNS** tab and remove any servers listed that are not greyed out. If you use an Apple TV, go to the settings and choose your network connection, from where you can edit the DNS settings.

The Google DNS servers are **8.8.8.8** and **8.8.4.4** and while removing them may help, if you have other public DNS options such as OpenDNS or UltraDNS servers, try removing them and rely on your local ISP-supplied DNS servers, which should be supplied automatically.

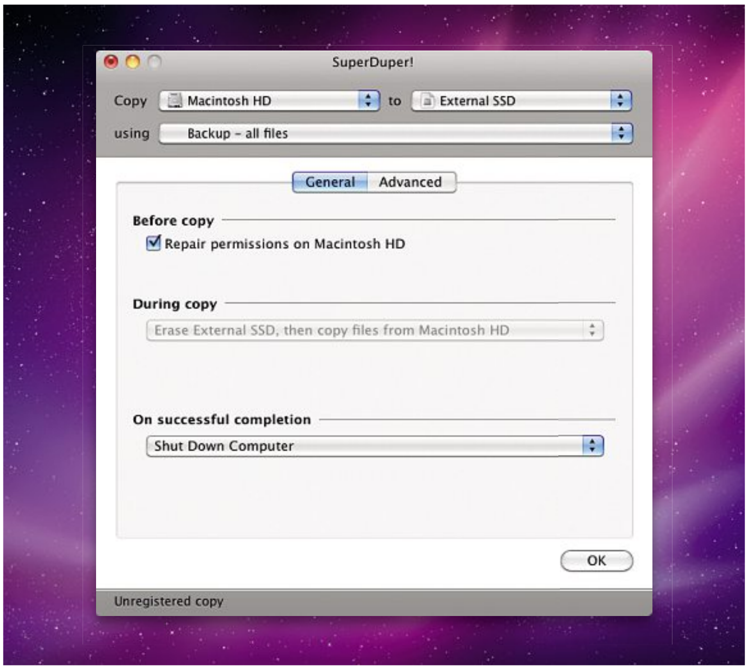
If you use a router, log into its settings to remove custom DNS entries. Computer systems on the local network will use the DNS entries in the router, but may only show the router's IP address as the DNS server it is using.

Using custom DNS servers may still be desired, but unfortunately there is no way to prevent certain services or applications from using a given DNS server. One way around this might be to create a specific network location in the network system preferences and save one with the desired DNS servers and one without. When multiple network locations are configured, the system will add a **Location** submenu to the menu, which can be used to quickly and easily switch to the faster one for your *iTunes* downloads.

Tips supplied by MacFixit.com

MacFixIt, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit **www.macfixit.com** for the latest Mac information.

MacFixIt
Troubleshooting Solutions for the Macintosh


SuperDuper!

Copy Macintosh HD to External SSD

using Backup – all files

Before copy

☑ Repair permissions on Macintosh HD

During copy

Erase External SSD, then copy files from Macintosh HD

On successful completion

Shut Down Computer

SuperDuper! creates a bootable copy, to protect you from a complete drive failure.

month. But it isn't as good as *Time Machine* for incremental backups because it requires more manual attention and thus is used less often.

"Can an external drive improve performance?"

Q When you install a fresh version of OS X, the installer always groups together the system files, Applications and Users Folder all on the same drive, even when there is more than one drive available. With the price of SSDs (solid-state drives) falling, does it make sense to install the System and Applications on a 256GB SSD and then the User Folder on a 1TB FireWire 800 or SATA HD? That way, loading the System and Applications, which are accessed more frequently, should be much quicker than accessing the data on the slower HD, which is accessed infrequently. This also seems to mean that if either drive fails a full restore of everything will not be needed.

Could you advise on splitting user files from the System/Applications drive in this way – is it a good strategy and if so what's the best way of moving to this type of setup?

Tony, Cardiff

A Migrating data onto a second, usually external, hard disk when the original volume fills up has been standard operating procedure since forever. There is no particular trick to this; you can save your documents wherever you want. Some applications such as *iTunes* and *iPhoto* need to be told where to find the library files, but if you hold down the ⌥ key when you start them up you can point the application to the new library location and it will remember it from then on.

Moving data away like this to improve performance is a good deal more controversial. First of all, is your current system performance limited by drive access times for any real-world tasks anyway? If the only thing that improves is a synthetic benchmark number, you may as well just paint a go-faster stripe on the case and be done. Solid-state drives are still fairly new so it's not possible to say they are automatically faster. In fact, some are still slower. The advantage of SSDs is that they are more resistant to shock and vibration, and use less power. This makes them ideal in a laptop but doesn't really matter on the desktop.

I would say leave your files on the internal disk until it gets to about four-fifths full. At that stage, if you aren't planning to upgrade the computer soon, you can get an external drive and move your photos and videos onto it, to clear some space. ●

On the forum

Help and advice from readers

Q I've owned a Mac for around six years now and I currently have a 24-inch iMac. However, just lately it keeps telling me to shut down. When in use, a blind will randomly come down on the screen from top to bottom and I am told in several different languages that I need to restart my computer. What causes this? Please help!

mcf_lynnsmith Join Date: Aug 2010 Location: Portsmouth Posts: 2

A Hi Lynn, sorry to see you're having trouble. It sounds as if you're experiencing what is known as a 'kernel panic'. However, without looking at the logs, it's quite difficult to assess whether it's a software or hardware issue that's causing it. That said, more often than not, it's a hardware issue. And so, it's a process of elimination. You can try out the following:

1. Remove all external devices apart from the keyboard and mouse. Things such as printers, external HDs, and so on.
2. Start up your iMac. Are you still getting a kernel panic or is all well now? If all is well, simply re-connect your external devices one at a time.

If you're still getting kernel panics after removing all external devices then the next most likely culprit is memory. Remove one RAM module, restart the iMac and test. If the symptoms still persist, replace the module and remove the other one.

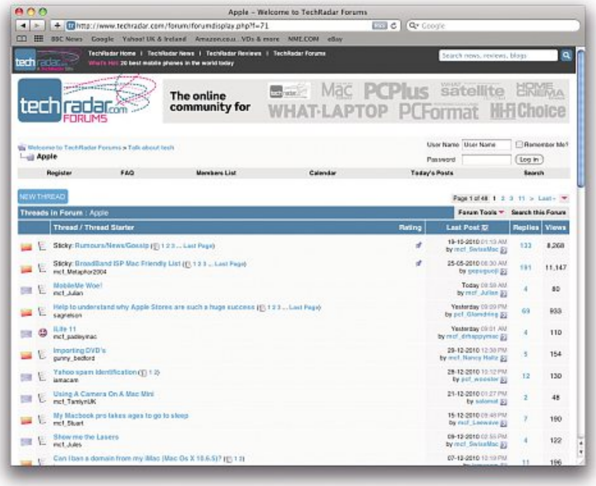
Good luck!

mcf_Costas Join Date: Jun 2007 Location: London Posts: 1,879

A I had a lot of problems when I loaded drivers for a Logitech mouse. However, I disconnected the mouse and the system worked fine afterwards.

Strangely though, when the Logitech mouse was plugged in without the Logitech software, it worked absolutely fine. It was only when the drivers were added that the problems began. Hope this is helpful.

mcf_SwissMac Join Date: Apr 2005 Location: Switzerland Posts: 12,633



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"With no cables to trail across your desk, you can place your mouse wherever you like"

WIRELESS MICE GROUP TEST P108

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Reviews

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Ian Osborne
Reviews Editor

How much would you spend on a speaker dock for an iOS device? £100? £200? £500? The Arcam rCube is certainly not for those on a tight budget, but its quality is outstanding. With excellent bottom, mid-range and top-end performance, and a bass that's clear and well defined but doesn't swamp the audio, this is a sound system for connoisseurs. Read all about it in our review on page 91.

Talking of iOS peripherals, the equinux tizi is an interesting way of turning your iPhone, iPad or iPod touch into a portable TV device. But is it worth your money? Find out on page 88.

Over in the software section, our art editor Alex Thomas asks whether versatility should come at the price of simplicity in his review of Plasq's *Comic Life 2*. This sequel to the Mac's much-loved comic creator does an excellent job of turning your photos or scanned images into exciting comic strips, but its new features detract from its user-friendliness. Is it a fair exchange or a step backwards? Check out the review over on page 97 to find out.

» OUR LOGOS

Mac FORMAT Choice ★★★★★ A product that receives the MacFormat Choice award is the best in its class when reviewed.

Mac FORMAT Winner! Used in our Group Tests, MacFormat Winner indicates the product that we feel stands out.

Mac FORMAT On the disc This logo indicates there are either test versions or files associated with the review on the disc.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★☆ Very good ★★★☆☆ Good ★★☆☆☆ Adequate ★☆☆☆☆ Poor

>> PORTABLE FREEVIEW RECEIVER

equinux tizi

£126 Watch TV on an iOS device sans Wi-Fi

KEY INFO

Manufacturer: equinux
www.tizi.tv

SPECIFICATIONS

Works with: iPhone, iPad, iPod touch **Requires:** iOS 3.2 or later **Dimensions:** 52x92x12mm **Battery life:** About 3 hours **Weight:** 70g

PROS & CONS

- ⊕ Small and portable
- ⊕ Good battery life
- ⊖ No aerial connection
- ⊖ Limited programme guide

VERDICT

★★★☆☆

"There are advantages to its design, but it needs external aerial support."

The tizi's beautifully small and portable, but its lack of an external aerial connection is maddening.

Being able to watch TV on your iPhone, iPad or iPod touch isn't new, but this little Freeview receiver is an intriguing addition to the market.

The tizi doesn't require bulky hardware or for your Mac to be on to stream TV to your device; rather, it picks up a TV signal from the airwaves and transmits it to a free companion app on your iPad via its own Wi-Fi hotspot. It's the only hardware you need, and doesn't require any sort of internet connection – all you need is TV reception. But don't assume that if a rooftop aerial can pick up Freeview, the tizi will also be able to – it often couldn't in our case, despite the unit's signal light showing green, meaning it supposedly had good reception.

Without actually trying the tizi in your location, it's impossible to know if you'll fare any better, and there's no way to connect an external aerial. In the office, we couldn't get reception at our desk, but propping the unit by the window brought more joy. Up popped BBC TV and radio, alongside Five and various ITV and Channel 4 flavours. What's more, we could move several metres away without the picture deteriorating. And the picture quality's excellent, the sound likewise.

As well as watching live, you can record at the tap of a button and watch later on your Mac (if you have an MPEG-2 TS codec) or in the tizi app itself. The app provides 'now and next' programme details, but not a full guide, unfortunately. The battery lasted just over three hours playing TV non-stop, and then charged fully in about two hours over mini-USB.
Laurence Cable

>> SOLID-STATE DRIVE

Kingston SSDNow V+100 128GB

£230 A watershed for mainstream SSDs?

KEY INFO

Manufacturer: Kingston
www.kingston.com

SPECIFICATIONS

Form factor: 2.5-inch, **Interface:** SATA 1.5 Gb/sec, 3.0 Gb/sec **Weight:** 84g **Dimensions:** 7x10x1cm

PROS & CONS

- ⊕ Competitively priced
- ⊕ Bundled drive caddy
- ⊕ Good overall performance
- ⊖ There are faster SSDs

VERDICT

★★★★☆

"It's still not the fastest SSD available, but offers great value for money."

Kingston's SSDNow V+100 128GB solid-state drive comes with a host of bundled extras.

Back in our group test of solid-state drives (SSDs) in *MF217*, Kingston's 128GB SSDNow V-Series model scored highly for bundled extras and value for money, but wasn't the fastest drive reviewed. This latest release, the SSDNow V+100 128GB, is faster and offers considerable advantages over its cheaper V100-Series stablemate, but still lacks the raw speed of its fastest rivals.

The most notable feature is its built-in optimisation system that Kingston claims keeps the drive running at near-new performance levels, so its operating speeds won't deteriorate over time. It comes supplied with a USB 2.5-inch drive enclosure, making it easy to clone your existing boot drive, though the bundled cloning software is not Mac-compatible. Best download a copy of *Carbon Copy Cloner*.

We tested it in a Mac Pro using Kingston's 2.5-inch to 3.5-inch drive caddy (sold separately). Boot speeds were only slightly faster, but in operation, the SSD proves its worth. Everything definitely feels snappier, applications open appreciably quicker and *iPhoto* and *iTunes* content appears instantly. Its average random read speed was over 370% faster than the hard disk drive it replaced, and its average random write speed offered a 36% increase.
Ian Osborne

04:20
Saturday, December 18
Charging (92%)
PRINT FAX SCAN COPY WEB
HP Photosmart eStation
ePrint

As well as a control panel for the printer, the eStation's Zeen is a removable 7-inch tablet.

Photography: Gavin Roberts

>> MULTI-FUNCTION DEVICE

HP Photosmart eStation

£330 This is more than just a printer. You get a removable seven-inch tablet too

Buy one of these and you're getting more than just a printer and a scanner. Your £330 also lands you an Android tablet that docks into the front of the unit. Called the Zeen, it has a 7-inch touchscreen and connects to your Wi-Fi network separately from the printer, so you can take it out and sit with it on the sofa. It also means you can access the printer when the Zeen's elsewhere.

While it's not a fully fledged tablet, we could easily review the Zeen on its own. You can browse the web on it, use its bespoke Facebook app and access your email. There are also numerous imaging apps, designed with the printer in mind. We really like the size of the screen; it's bright, and text is sharp. It's surprisingly heavy, but small enough to hold in two hands and control with your thumbs. But if you've used an iPhone or iPad, the OS feels like wading through treacle. It supports a lot of the familiar gestures, including swipe and pinch, but it's jerky and unresponsive. The Zeen on its own isn't reason enough to spend over £300 on the eStation, so what about the printer?

Our 20-page text document rolled off in just under two-and-a-half minutes when connected via USB – impressive – and the writing's plenty crisp enough at readable sizes. When you get to around 8pt and smaller, you see some smudging around letters, but nothing so bad as to make it unreadable. Photos print quickly too. An A4 document at best quality took two-and-a-half minutes.

> *"20 pages rolled off in just under two-and-a-half minutes when connected via USB – impressive…"*

The colours are strong, bright and vivid, but not the most accurate we've seen in photo printers of this calibre. The skin tones the eStation produced were a bit yellow, though it does mean photos tend to look brighter overall. There was also a green hue towards the black end of our black-and-white colour ramp, and the blacks weren't the darkest we've seen either.

Ultimately, this is a good home photo printer whose price has been pushed up by the Zeen. But unfortunately, we don't feel the tablet's worth the extra.

Laurence Cable

KEY INFO

Manufacturer: HP
www.hp.com/uk

SPECIFICATIONS

Print technology: Thermal inkjet
Resolution: Up to 9600x2400dpi colour, up to 600x600dpi black
Dimensions: 449x457x247mm
Weight: 7.9kg

PROS & CONS

⊕ Fast printing
⊕ Vivid colours
⊕ ePrint useful
⊖ Zeen unresponsive

VERDICT

★★★☆☆

"A good, feature-full home printer, but the Zeen tablet doesn't justify the price."

>> PORTABLE HDD

G-Technology G-DRIVE slim 320GB

£70 Is this slim drive big on performance?

The G-DRIVE slim has an aluminium finish that looks great next to your MacBook Pro.

KEY INFO

Manufacturer: G-Technology
www.g-technology.com

SPECIFICATIONS

Form factor: Slim 2.5-inch
Interface: USB 2.0 **Dimensions:** 12.9x8.2x1cm **Weight:** 144g

PROS & CONS

- ➕ Lightweight and slim
- ➕ A good price
- ➕ Preformatted for Macs
- ➖ No bundled extras

VERDICT

★★★★☆

"A top performer that looks good, is ultra-slim and hits the right price."

Currently an Apple Store-exclusive, this portable USB drive is based on Hitachi's Travelstar Z5K320 HDD. At only 7mm deep, it's around 36% more space-efficient than standard 2.5-inch drives, allowing for a casing that's less than a centimetre thick.

The G-DRIVE slim 320GB boasts a robust, stylish build, with a solid aluminium enclosure bound by a black rubberised border. In common with other G-DRIVEs, it also has an attractive desktop icon. It comes preformatted for Macs, and the casing does a great job of keeping the drive cool, which was backed up in tests.

In our *QuickBench* tests, the G-DRIVE slim achieved random read speeds of 11.747 MB/s, which is pretty fast, compared to similar portable USB drives. Its random write speed of 11.414 MB/s is a little slower than we're used to, but marginally so. A competent but unremarkable performance is exactly what you'd expect from a drive operating using a USB connection, and that's exactly what we got. It worked well under sub-optimal power conditions, mounting via an unpowered USB hub, and even when plugged into a full-sized aluminium keyboard.

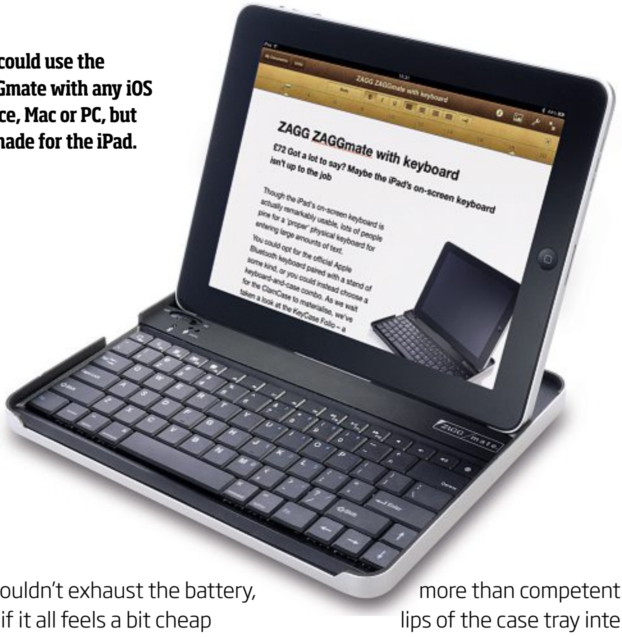
G-DRIVE slim lacks bundled extras. There are no accessories beyond a USB cable, no FireWire connectivity and no software. But if you're looking for a solid, reliable and very portable 2.5-inch-format drive, the slim is ideal.
Ian Osborne

>> iPAD KEYBOARD

ZAGG ZAGGmate with keyboard

£72 Better than the iPad on-screen keyboard?

You could use the ZAGGmate with any iOS device, Mac or PC, but it's made for the iPad.



KEY INFO

Manufacturer: ZAGG
www.zagg.com

SPECIFICATIONS

Interface: Bluetooth **Dimensions:** 248x194x102mm **Weight:** 370g

PROS & CONS

- ➕ It does work
- ➕ Dedicated iOS keys
- ➖ Lips get in the way
- ➖ Expensive; doesn't feel it

VERDICT

★★★☆☆

"It's reasonable enough, but it isn't all that fun to use, and it's not cheap."

Though the iPad's on-screen keyboard is actually remarkably usable, lots of people pine for a 'proper' physical keyboard for entering large amounts of text. You could opt for Apple's Bluetooth keyboard paired with a stand of some kind, or choose a keyboard-and-case combo.

This offering from ZAGG is basically a Bluetooth keyboard recessed inside a metal tray lined with high-density foam to provide a modicum of drop protection. You can use it as a case by pushing your iPad in face-down, and then when you want to type, a worryingly flimsy plastic stand flips up to support the iPad in portrait or landscape orientations. The Bluetooth connection works great. We couldn't exhaust the battery, and, if it all feels a bit cheap compared to Apple kit, the build quality is serviceable.

And yet while there are some nice touches (dedicated Home, brightness, playback, volume and other keys, plus the fact that Mac-standard keyboard modifiers work to navigate around your text) the overall experience is no more than competent. The lips of the case tray interfere with hitting characters at the edges, with a bar at the front often blocking your thumb hitting the space bar altogether. Plus, it's pricey.

Still, it does work, and reasonably well, so it gets a three-star rating – a guarded recommendation to buy.
Christopher Phin

Arcam's rCube is compact and stylish enough to look good anywhere.
Photography: Gavin Roberts

>> SPEAKER DOCK

Arcam rCube

Mac FORMAT Choice ★★★★★

£500 Can this high-end speaker dock offer a performance that matches its price?

The rCube is Arcam's most ambitious product yet. The result of around five years' research and development, it aims to bring hi-fi quality sound to a compact and transportable speaker dock.

The rCube's sealed construction enhances the bass, giving it a more natural sound than a rear-facing bass port would allow. The woofers are positioned back-to-back so they don't shake the unit, and the tweeters are angled at around five degrees to give the audio a breadth that belies the dock's relatively small size. Available in black or white, the top and bottom sections have the same finish as an iPhone, with a cloth cover enwrapping all four sides. Metal grilles add rigidity.

As well as mains power, it has a built-in rechargeable battery that lasts around six or seven hours. A hatch covering the 30-pin dock doubles as a carry handle, and also as a back rest for your iOS device – no Universal Dock Adapters are needed. You can also stream your music from your Mac or iPod to up to eight rCubes, using an optional 30-pin dongle or USB stick (sold separately). Wireless streaming is based on the Kleer system for 'lossless' quality.

For £500 you'd expect a stellar sound, and the rCube delivers. It's very detailed and well integrated, especially the bass, which is clear and well defined. The sound as a whole is gorgeously complete, with no undue emphasis on one particular area, though if you find it a little bass-heavy (perhaps because the rCube's in a corner), a button at the back cuts out unwanted echoes without losing overall balance. Vocals in particular sound great on the rCube, sitting atop the audio very nicely.

> *"The rCube delivers. It's very detailed and well integrated, especially the bass, which is well defined"*

There's very little to criticise here. It's expensive, but not overpriced for a device of this quality. It's very harsh on highly compressed MP3s though, so if you've ripped your CD collection at a high compression rate to save space, you might want to rip them again. But then, anyone prepared to spend £500 on a top-quality speaker dock is unlikely to use low-quality MP3s on any audio system.

Ian Osborne

KEY INFO

Manufacturer: Arcam
www.arcam.co.uk

SPECIFICATIONS

Drivers: 10cm bass/mid drivers, 2.5cm tweeters **Max output:** 90W **Freq response:** 20Hz-20kHz **Inputs:** 30-pin connector, 3.5mm AUX **Dimensions:** 20x20x20cm

PROS & CONS

- ⊕ Robust and stylish
- ⊕ Rechargeable battery
- ⊕ Excellent sound
- ⊖ Heavily compressed MP3s grate

VERDICT

★★★★★

"A well-made and feature-packed speaker dock with a stellar sound."

Words: Ian Osborne

01
02
03
04
Hard Candy
Hard Candy
devolo

>> iPAD CASE

Bubble Sleeve iPad Case

£40 www.hardcandycases.com

01 Moulded from EVA-foam, Hard Candy's Bubble Case series of iPad and notebook protectors give your precious iPad a high degree of protection. Both sides of the case are festooned with shock-absorbing bubbles, and a sturdy double zip holds it closed. Inside is soft and padded, with another set of bubbles to protect the screen.

The Bubble Sleeve iPad Case opens like a book, and has four Velcro-attached rubber corners that can be moved to fit your iPad. Unfortunately, they don't actually hold the device in place, making it difficult to use the iPad while it's in the case.

VERDICT

★★★☆☆

"Sturdy and well made, but expensive and doesn't secure the iPad properly."

>> USB WEB CAM

Macally MegaCam

£38 www.macally.com

02 If your Mac doesn't have a built-in iSight camera, or you need to position one somewhere other than above your screen, you might want to invest in a USB web cam. This 2-megapixel model from Macally is a mixed bag. It gives a sharp, clear picture with well-realised colours, and it can be mounted on your monitor or used free-standing. It's certainly versatile. In low-light conditions it gives an impressive picture, but suffers badly from motion blur. Its build quality is only average too.

The MegaCam offers 1600x1200 UXGA resolution images, and has a built-in microphone for chat. No drivers are required.

VERDICT

★★★☆☆

"A good, if imperfect, solution if your Mac doesn't already have an iSight camera."

>> NOTEBOOK RAISER

Just Mobile Lazy Couch

£26 www.just-mobile.com

03 Made from soft rubber and brushed aluminium, these notebook raisers sit at the rear corners of your MacBook or iPad, creating a useful cooling gap and lifting the device into a more ergonomic position for typing. Designed for travellers, they can be interlocked into a single unit for transportation.

When attached in place, Lazy Couch certainly makes typing far more comfortable, reducing strain on the wrist and fingers. They won't slide around on your desk, though your MacBook might wobble slightly on their rounded upper surface. All in all, Lazy Couch is a very useful addition indeed to your travel bag.

VERDICT

★★★★☆

"An extremely useful and ergonomic portable notebook stand."

>> HOMEPLUG SET

Devolo dLAN 200 AV Wireless 'n' Starter Kit

£115 www.devolo.co.uk

04 By connecting the smaller HomePlug unit to your router and the other to your Ethernet or Wi-Fi devices, use your home's electrical cabling for a home network. You can run up to three Ethernet devices from the larger plug, to also create a Wi-Fi 'n' access point.

Setup is straightforward using the dLAN and Wi-Fi wizards and you can add more HomePlugs later. Speeds are quick too, with a maximum of 200Mbps for Ethernet and 300Mbps for Wi-Fi. It's ideal for houses with thick, Wi-Fi-hostile walls.

VERDICT

★★★★½

"A convenient networking solution that's ideal for places Wi-Fi won't reach."

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>>FILE COMPRESSION UTILITY

WinZip Mac Edition

£26 Can this utility make the jump to the Mac?

KEY INFO

Developer: WinZip Computing
www.winzip.com/mac

REQUIREMENTS

OS: OS X 10.6 or later

PROS & CONS

- + Fast compression utility
- + Looks like a Mac app
- − Expensive given feature set
- − OS X built-in tool not far behind

VERDICT

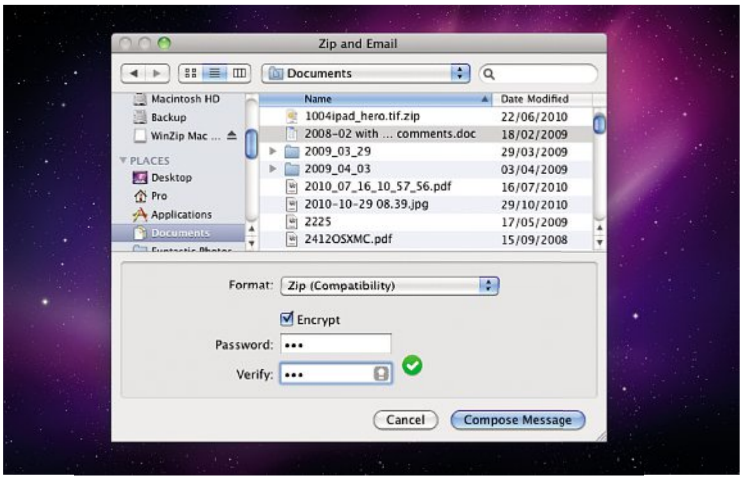
★★★☆☆

"Winzip for Mac just lacks a few extra features to make it worth the price."

Why would you need a file compression tool in addition to the one built-in to Mac OS X? It's a good question. Well, there are some formats that the archive function in OS X can't handle: RAR, for example.

WinZip is an archival tool that's brand new on the Mac. The application itself is a port of a very popular and successful Windows tool. To be fair to the developers they've clearly had the Mac in mind when making the app. It's very Mac-like, and creating archives is simple. This doesn't feel like a lazy port from a Windows app.

However, the paucity of options on the splash screen is evidence of a fairly thin feature set. Just three options are available: create a new zip, open an existing zip and zip an email.


Zip and Email
Documents
Macintosh HD
Backup
WinZip Mac ...
PLACES
Desktop
Pro
Applications
Documents
Name
Date Modified
1004ipad_hero.tif.zip 22/06/2010
2008-02 with ... comments.doc 18/02/2009
2009_03_29 29/03/2009
2009_04_03 03/04/2009
2010_07_16_10_57_56.pdf 16/07/2010
2010-10-29 08.39.jpg 29/10/2010
2225 17/05/2009
2412OSXMC.pdf 15/09/2008
Cancel
Compose Message

Format: Zip (Compatibility)
☑ Encrypt
Password: •••
Verify: •••

You can encrypt and email a file with WinZip Mac Edition and it all looks very Mac-like.

Zipping a folder or document is fast enough, but in our tests it wasn't appreciably faster than the built-in tool. Size reductions were only comparable too. Being able to have a look inside an archive is a handy feature. This allows you to simply extract the one file you want without having to uncompress the everything.

However, overall *WinZip*'s Achilles heel is that it's a bit light on extra services. We recently reviewed *Stuffit Deluxe 2011* (*MF229*) and for just a few pounds more you get a lot more.

Yes, *WinZip* can open a lot of file formats and create secure archives, but then so can many other utilities.

Christopher Brennan

>>SCANNING SOFTWARE

VueScan 9.0

$40/$80 (£26/£52) Revive your scanner

KEY INFO

Developer: Hamrick Software
www.hamrick.com

REQUIREMENTS

OS: OS X 10.3.9 or later
Processor: PowerPC/Intel Mac

PROS & CONS

- + Extends the life of scanners
- + Impressive options and results
- + Preview window save time
- − Wizard doesn't offer enough

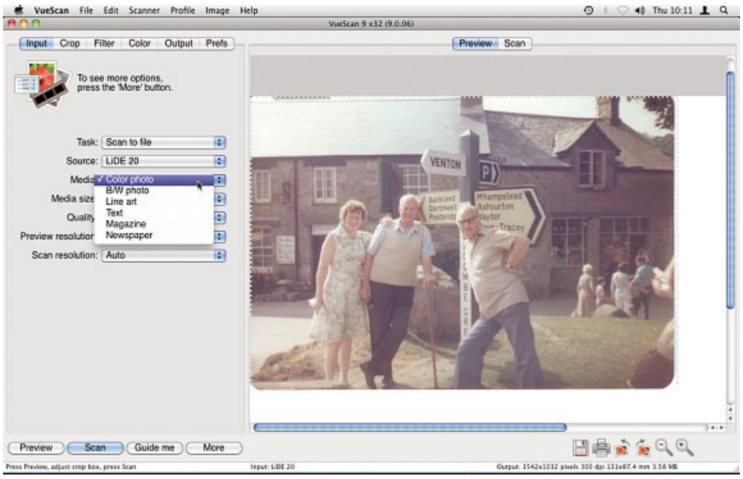
VERDICT

★★★★½

"For reviving old scanners or adding control to new ones, this is essential."

The principal selling point for *VueScan* is the fact it works with hundreds of scanner models, even those long abandoned by the manufacturer. That makes it an essential purchase if it's the only way to get your trusty model working in Snow Leopard, potentially extending the life of your scanner for years to come (but only if you purchase the Pro version; the Standard edition only offers free updates for a year).

But that's not all. This isn't some belt-and-braces fix solely for older scanners. *VueScan* trumps the options found in Snow Leopard or low-end scanning software with a powerful feature set wrapped up in a user-friendly interface. Version 9 has overhauled this further to create a larger preview window, allowing you to view your potential scan up close. Any adjustments you make are also instantly shown here, giving you an accurate preview of what's to come the moment you hit Scan, ensuring you get better results more quickly.


VueScan File Edit Scanner Profile Image Help
VueScan 9 x32 (9.0.06)
Input
Crop
Filter
Color
Output
Prefs
Preview
Scan
To see more options, press the 'More' button.
Color photo
B/W photo
Line art
Text
Magazine
Newspaper
Preview
Scan
Guide me
More
Press Preview, adjust crop box, press Scan
Input: LiDE 20

Task: Scan to file
Source: LiDE 20
Media: Color photo
Scan resolution: Auto

VueScan works with many older scanners icompatible with Snow Leopard or Intel Macs.

And don't be fooled by the frankly simplistic scanning wizard provided. A powerful feature set is revealed in a series of tabs, including a set of colour-correction options to die for. There's even basic OCR functionality, while Pro users get to create raw scan files and work with ICC profiles, making VueScan worth checking out if you're frustrated by the limitations of your existing software too.

Nick Peers

>> **WEB DESIGN TOOL**

Realmac Software RapidWeaver 5.0.1

$79 (£50) A former group-test winner returns with its first major update since 2008

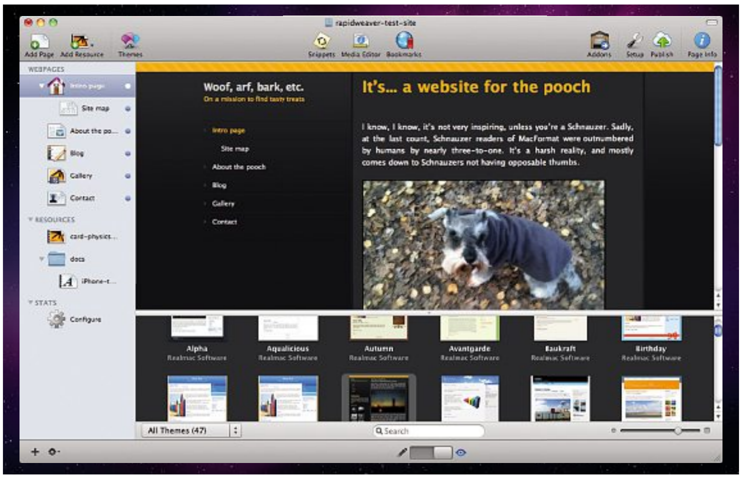
With *iWeb* seemingly mothballed by Apple and few other companies stepping up to the plate, Realmac had a great chance to blow people away with *RapidWeaver 5*. While the company hasn't dropped the ball, this update represents a fumble.

The good news is that *RapidWeaver* remains a usable, straightforward product for building your own websites, with enough extensibility to cater for anyone making tentative steps towards hand-coding. Throughout the application, the interface is logical, looks good and has been polished a little since the previous version; there's a useful new projects window and a noticeable speed boost, for example. There are also new features, including a bookmarks manager for storing web-host connection details, site-map creation (both HTML and XML), and support for *Safari*'s Web Developer Tools and Google Analytics (the former of which seemingly requires activation in *RapidWeaver*'s preferences, but beats the native source viewer by a mile).

> *"RapidWeaver hovers in that uncertain limbo between competent beginner's app and out-of-date, restrictive software solution"*

One of the trumpeted new features, Site Resources, is a bit more creaky, however. It enables you to store elements such as PDFs in the sidebar for later linkage. *RapidWeaver* helpfully keeps an eye on their local location should you move things about, and it correctly uploads everything to a resources folder on your live site. But despite its helpfulness in this regard, the application seems unnecessarily fussy when it comes to the type of documents you can drop on the sidebar, and was only reliable when using the Add Resource button.

Elsewhere, *RapidWeaver 5* proves to be a somewhat disappointing update, largely regarding the process of making web pages. Galleries remain fiddly to create and are visually mediocre when viewed in the browser. The split between content editing and visual preview is irksome and dated, especially when Edit Mode doesn't even attempt to differentiate differently styled text; for example, various levels of headings are all merely highlighted in green. At the very least, we by now hoped to see the option for a live preview alongside Edit Mode. And for all Realmac's crowing about adherence to good code, it's intensely annoying that web-page text isn't automatically wrapped in paragraph tags – you instead must do this manually or have your code full of line breaks. On the plus side, this latest version consolidates CSS, which slightly speeds up outputted sites.


rapidweaver-test-site
Add Page
Add Resource
Themes
Snippets
Media Editor
Bookmarks
Addons
Setup
Publish
Page Info
WEBPAGES
Intro page
Site map
About the po...
Blog
Gallery
Contact
RESOURCES
card-physics...
docs
iPhone-t...
STATS
Configure
Woof, arf, bark, etc.
On a mission to find tasty treats
Intro page
Site map
About the pooch
Blog
Gallery
Contact
It's... a website for the pooch
Alpha
Aqualicious
Autumn
Avantgarde
Baukraft
Birthday
Realmac Software
All Themes (47)
Search

I know, I know, it's not very inspiring, unless you're a Schnauzer. Sadly, at the last count, Schnauzer readers of MacFormat were outnumbered by humans by nearly three-to-one. It's a harsh reality, and mostly comes down to Schnauzers not having opposable thumbs.

RapidWeaver's split edit/preview page-creation model is starting to feel dated.

Slow to progress

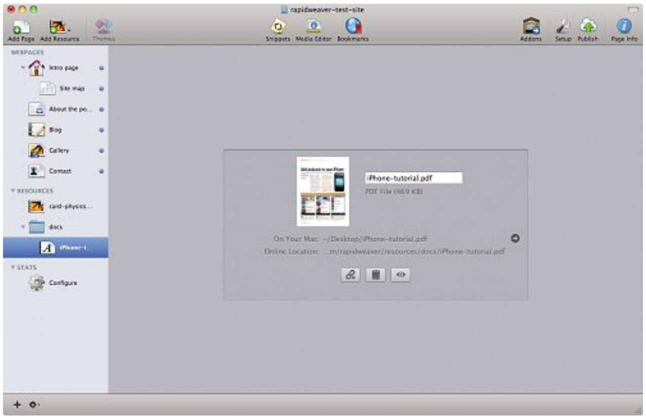
RapidWeaver 5 falls short of our expectations. The majority of the changes are incremental rather than revolutionary, and most of the application's shortcomings remain. Also, when companies increasingly offer single-button WordPress installs as standard with even cheap hosting plans, it's tough to recommend a £50 application that offers relatively few advantages over a modern free blogging system.

Between two worlds

RapidWeaver hovers in that uncertain limbo between competent introductory application and out-of-date, restrictive software solution. For anyone who absolutely must have a Mac-based web design capability and work on sites locally rather than in the browser, *RapidWeaver*'s still the best bet for novices (although if you've already got *RapidWeaver 4*, we'd question you splashing out $39 – £25 – on upgrading). But this is an underwhelming update and we were hoping for more.

Craig Grannell

You can now store resources in the sidebar, adding them to various pages with ease.


rapidweaver-test-site
Add Page
Add Resource
Themes
Snippets
Media Editor
Bookmarks
Addons
Setup
Publish
Page Info
WEBPAGES
Intro page
Site map
About the po...
Blog
Gallery
Contact
RESOURCES
card-physics...
docs
iPhone-t...
STATS
Configure
iPhone-tutorial.pdf
PDF File (469 KB)
On Your Mac: ~/Desktop/iPhone-tutorial.pdf
Online Location: .../rapidweaver/resources/docs/iPhone-tutorial.pdf

KEY INFO

Developer: RealMac

www.realmacsoftware.com

REQUIREMENTS

OS: Mac OS X 10.5.8+

Processor: PPC/Intel

PROS & CONS

- ⊕ Improved UI and performance
- ⊕ Useful bookmarks manager
- ⊕ Better resource handling
- ⊖ Galleries are still poor
- ⊖ Preview model still irks
- ⊖ An unimpressive update

VERDICT

★★★☆☆

"What looked great two years ago is starting to date. Not bad, but should have been better."

>>SLIDESHOW CREATOR

Apimac Slideshow 9.6

$30 (£20) Simple slideshow creation

KEY INFO

Developer: Apimac
www.apimac.com/slideshow

REQUIREMENTS

OS: OS X 10.4 or later
Processor: PPC or Intel Mac

PROS & CONS

- + Supports many formats
- + Simple to work with
- − Standalone player issues
- − Lacks iPhoto's polish

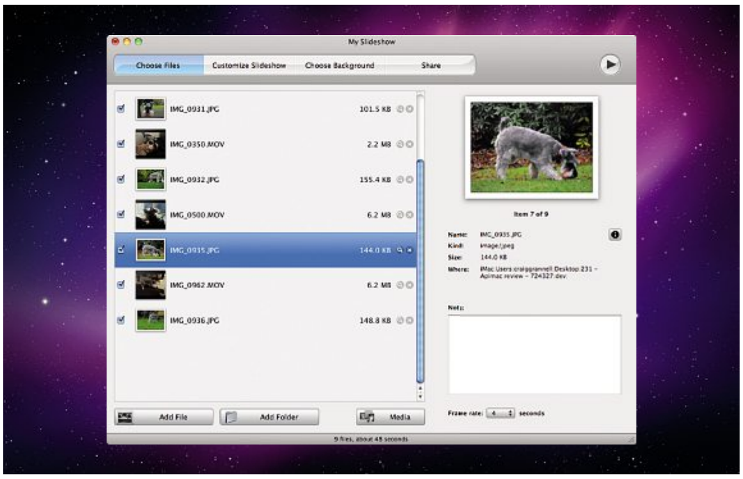
VERDICT

★★½☆☆

"An easy-to-use but unexciting tool with many output formats."

When you wonder what the point is for a particular app's existence, it's not a good start. But that's what happened when *Apimac Slideshow* landed on our Macs. With *iPhoto* able to churn out slideshows – from basic efforts to highly animated affairs – Apimac's product needed to shine to justify its existence. It tries to do so primarily by offering support for a ton of formats – because it certainly doesn't do a great deal more.

Creating slideshows is at least simple – you drop images and movie files on to a list (or grab them from *iPhoto* using the Media Browser window) and drag to rearrange them. Selecting an item enables you to preview it and add a note.



IMG_0931.JPG 101.5 KB
IMG_0350.MOV 2.2 MB
IMG_0932.JPG 155.4 KB
IMG_0500.MOV 6.2 MB
IMG_0935.JPG 144.0 KB
IMG_0962.MOV 6.2 MB
IMG_0936.JPG 148.8 KB

Name: IMG_0935.JPG
Kind: image/jpeg
Size: 144.0 KB
Where: iMac:Users:craiggrannell:Desktop:231 - Apimac review - 724327.dev

Frame rate: 4 seconds

9 files, about 48 seconds

Apimac Slideshow enables you to rapidly create slideshows from images and movies.

Customisation options are basic: background colours and images; toggling looping and cross-fading; setting image sizes; and defining 'closed captions' (various types of image info or your notes). The main draw is the product's share options, which along with eight *QuickTime* settings include outputting to Flash video, standalone Mac or Windows players, or an *iDVD* project. Exporting is typically fast and reliable.

Overall, *Apimac Slideshow* isn't bad, but it doesn't offer enough to justify splashing out; unless you hate *iPhoto* or demand output formats other than *QuickTime*, forget about it.

Craig Grannell

>>PERSONAL PRODUCTIVITY

Life Manager Pro 4

$50 (£34) Can it change the way you work?

KEY INFO

Developer: LifeField Software
http://lifemanagerpro.com

REQUIREMENTS

OS: OS X 10.5 or 10.6 **Processor:** PowerPC G4 (867MHz+), Power PC G5, Intel-based Mac **RAM:** 512MB

PROS & CONS

- + Orthodox GTD implementation
- + Fairly powerful
- − Ugly, unMac-like interface
- − Rudimentary iOS sync

VERDICT

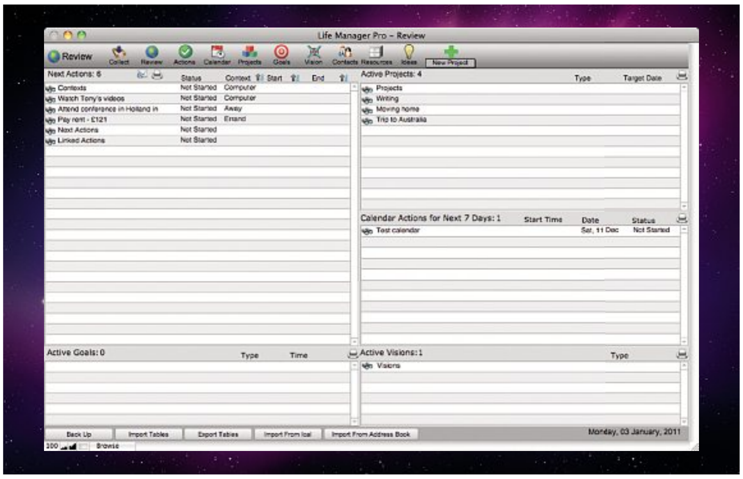
★★☆☆☆

"You need to get a lot right to claim new users. This app has a way to go."

Life Manager Pro 4 sets out to implement David Allen's Getting Things Done methodology, offering a clear and orthodox interpretation of GTD, sticking closely to Allen's original book on the subject.

The app has 10 sections, enabling you to Collect new items, manage Projects, Actions, Resources and Ideas, integrate Contacts and Calendar, keep an eye on Ideas and your overall Vision, and finally, to Review everything in one place. What we liked most is the Collect section, which allows you to enter all your tasks in a simple interface, so that you can get everything out of your mind and into *LMP* when you perform what Allen calls a 'mindsweep'.

You can sync information from *LMP* to your iOS device using email notes and the native calendar and contact apps on your iPhone or iPad. But keeping things in sync is cumbersome, involving manually importing and exporting data and re-syncing your device.



Next Actions: 6	Status	Context	Start	End
Contexts	Not Started	Computer		
Watch Tony's videos	Not Started	Computer		
Attend conference in Holland in	Not Started	Away		
Pay rent - £121	Not Started	Errand		
Next Actions	Not Started			
Linked Actions	Not Started			

Active Projects: 4	Type	Target Date
Projects		
Writing		
Moving home		
Trip to Australia		

Calendar Actions for Next 7 Days: 1	Start Time	Date	Status
Test calendar		Sat, 11 Dec	Not Started

Active Goals: 0	Type	Time

Active Visions: 1	Type
Visions	

Monday, 03 January, 2011

LMP covers the various facets of the GTD approach admirably, but it's cumbersome and ugly.

First impressions are important, and we weren't impressed by the appearance of *Life Manager Pro*. The app's workflow tends to be clunky too. As powerful as it is, these are serious hurdles for most users, especially when competing apps, like Cultured Code's *Things*, pay careful attention to design and usability. So long as it's structured as it is, it will suffer in a market of similar apps.

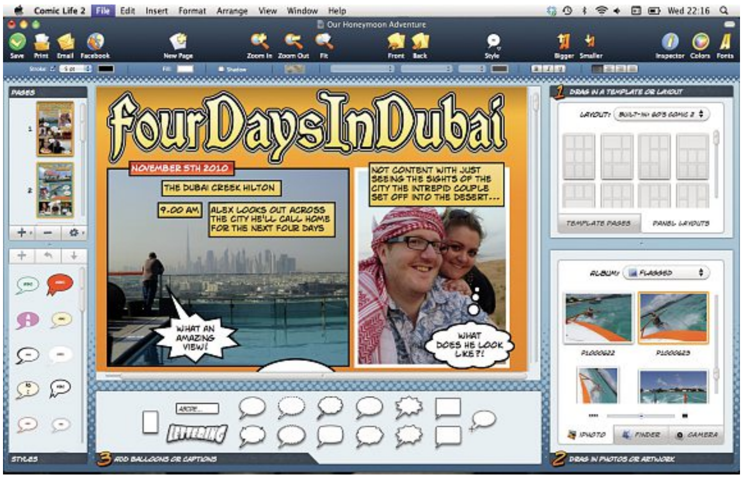
Ian Tromp

>> COMIC CREATOR

Plasq Comic Life 2

$20 (£13) Give your photos some POW! WHAM! and KABLOOIE! with this comic creation sequel

The original *Comic Life* arrived with fanfare in 2005, enabling you to create superhero-style adventures with your own photos in minutes. Just drag and drop images from your *iPhoto* collection, or if you're feeling really adventurous, images shot on your iSight. Then decorate them with speech bubbles, sound effects and caption boxes. It was so popular it would come bundled with Intel Macs and its simple-to-use interface and intuitive design was a real winner.


Comic Life 2
File
Edit
Insert
Format
Arrange
View
Window
Help
Wed 22:16
Our Honeymoon Adventure
Save
Print
Email
Facebook
New Page
Zoom In
Zoom Out
Fit
Front
Back
Style
Bigger
Smaller
Inspector
Colors
Fonts
PAGES
FourDaysInDubai
NOVEMBER 5TH 2010
THE DUBAI CREEK HILTON
9.00 AM
ALEX LOOKS OUT ACROSS THE CITY HE'LL CALL HOME FOR THE NEXT FOUR DAYS
NOT CONTENT WITH JUST SEEING THE SIGHTS OF THE CITY THE INTREPID COUPLE SET OFF INTO THE DESERT...
WHAT AN AMAZING VIEW!
WHAT DOES HE LOOK LIKE?!
1 DRAG IN A TEMPLATE OR LAYOUT
LAYOUT:
TEMPLATE PAGES
PANEL LAYOUTS
ALBUM:
FLAGGED
P1000622
P1000623
IPHOTO
FINDER
CAMERA
LETTERING
STYLES
3 ADD BALLOONS OR CAPTIONS
2 DRAG IN PHOTOS OR ARTWORK

Comic Life 2's flash new interface makes your comic creations look even slicker.

But just like any superhero adventure, it was time for a sequel, and *Comic Life 2* has taken the same basic functionality of the original and made it slicker and flashier. On the surface, you'll notice it boasts a shiny-looking new interface with many of its functions now included on a menu bar at the top for easy access. It has also brought in new *iLife*-style themes, which enable you to make your comic adventures look better than ever. There's an increased number of page-layout designs, new fonts, as well as some fancy-looking gradients and effects for your text boxes, which means it has never been easier to make great-looking comics with your photos. You can share them with your friends via the ubiquitous Facebook uploader, export it to MobileMe as a JPEG or HTML, and send it to your family and friends via email.

> *"There's an increased number of page-layout designs, new fonts, as well as some fancy-looking effects for your text boxes"*

Creating your masterpiece is still as easy as it was before: just drag and drop your images into the pre-determined grids or create your own from scratch using the fully editable clip art supplied. Then add your speech bubbles and input your desired text to tell your story. Positioning and editing the speech balloons is easier than ever, with over 40 different balloon styles and multiple edit points, which means you can position that speech bubble just where you want it. If this all sounds too complicated, you could always go for the Auto Fill option and let the app do all the hard work, but it's not like using *Comic Life* is particularly taxing – it's designed to get great results as quickly as possible.

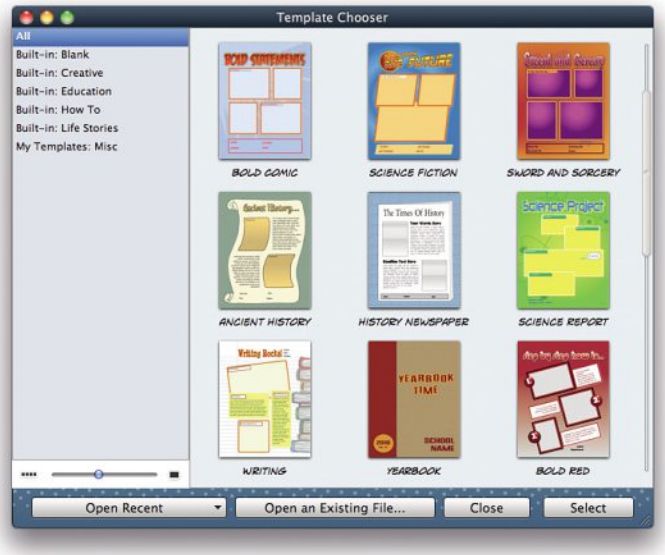
If you're after something a bit more advanced though, you won't be left wanting. As well as editing the shape of your picture boxes using multiple edit points to make all kinds of crazy shapes, you can edit your type with the kind of finesse that would make a DTP package jealous, adjusting spacing, leading and type size with ease. You can also refine gradients to your heart's content, define shadows and even edit your photos when they're in your comic with an *iPhoto*-style image editor that enables you to turn your images black and white or apply filters like halftone patterns to make them look even more comic-like.

Unfortunately, by adding all these new functions, it takes away from the simplicity of the original. Whereas *Comic life 1* had everything on screen and you flipped between functions listed under either Library or Details, *Comic Life 2* puts this all into an Inspector palette, which clutters up an already packed desktop. Although filled to the gunwales with features, it has painfully small icons and its design resembles a word processor rather than a fun comics app. Many options are hidden away in menus, and it can take some of the excitement out of making your comic.

Despite these complaints, *Comic Life* is still an immensely fun app and creates superb results in minutes at an absolutely bargain price.

Alex Thomas

When you start a new comic you can choose from a variety of great looking, iLife-style themes.


Template Chooser
All
Built-in: Blank
Built-in: Creative
Built-in: Education
Built-in: How To
Built-in: Life Stories
My Templates: Misc
BOLD COMIC
SCIENCE FICTION
SWORD AND SORCERY
ANCIENT HISTORY
HISTORY NEWSPAPER
SCIENCE REPORT
WRITING
YEARBOOK
BOLD RED
Open Recent
Open an Existing File...
Close
Select

KEY INFO

Developer: Plasq
http://plasq.com

REQUIREMENTS

OS: 10.4.11, 10.5.6 or later **Processor:** 500 MHz+ PowerPC G4, G5 or Intel Mac **RAM:** 512MB RAM (1GB recommended) **Video:** 32MB VRAM **Disk space:** 150MB

PROS & CONS

⊕ Easy and fun to use
⊕ New iLife-style templates
⊕ Slick new interface
⊕ Loads of editing options
⊕ Bargain price
⊖ Advanced options hidden away

VERDICT

★★★★½

"It's got slicker with version 2, but in doing so it loses some of the simple charm of the original."

IMAGE GRABBING AND SHARING

Skitch/Skitch Plus

Free/$20 (£13) Grab and share online

KEY INFO

Developer: Skitch, Inc.
www.skitch.com
Version: 1.0.1

REQUIREMENTS

OS: Mac OS X 10.5+

PROS & CONS

- ⊕ Intuitive and efficient
- ⊕ Decent annotation tools
- ⊕ Strong online component
- ⊖ Oddball interface

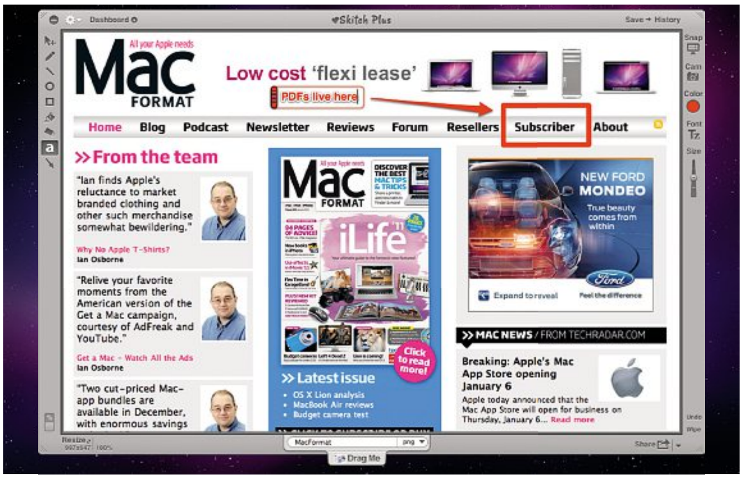
VERDICT

★★★★☆

"An interesting, successful take on screen capture and image sharing."

Over in our tutorial on page 58, you'll see *Skitch* is an oddball. For a start, the interface doesn't resemble any other Mac app. However, for grabbing content, annotating it and then sharing or saving it, *Skitch* really does the business. You can capture images from your Mac's camera, drag it over to *Skitch*, or take a grab of the entire screen or a selection.

However, content can only have the most basic of edits (crop and resize), but you can overlay all manner of annotations using *Skitch's* intuitive and non-destructive tools (which in themselves are also fine for composing quick, simple diagrams). The final output can then be saved or copied to another application (using the 'drag me' tab, which is a great little innovation) or sent to your online *Skitch* account.



>> From the team

"Ian finds Apple's reluctance to market branded clothing and other such merchandise somewhat bewildering."
Why No Apple T-Shirts?
Ian Osborne

"Relive your favorite moments from the American version of the Get a Mac campaign, courtesy of AdFreak and YouTube."
Get a Mac – Watch All the Ads
Ian Osborne

"Two cut-priced Mac-app bundles are available in December, with enormous savings

>> Latest issue
- OS X Lion analysis
- MacBook Air reviews
- Budget camera test

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True beauty comes from within
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>> MAC NEWS / FROM TECHRADAR.COM

Breaking: Apple's Mac App Store opening January 6
Apple today announced that the Mac App Store will open for business on Thursday, January 6... Read more

Skitch looks weird, but it's simple to work with and makes sharing your stuff a total cinch.

These features are all available in the free version of the application, but get dressed up for *Skitch Plus* and you get some extra bits and bobs, such as more editing tools (rotate and flip, watermarking, custom fonts, resize presets), an extra grab type (full-length web page, rendered to a flat image) and some other goodies. However, note that the price-tag isn't a one-off purchase and you have to unlock *Skitch Plus* annually.

Given that *Skitch* has survived online through a lengthy beta run, its longevity seems assured, although it's perhaps less robust in that regard than Flickr. However, even if you never use the online component, *Skitch* is definitely worth downloading as an alternate means of grabbing content, making quick notes and sharing the result with your friends and colleagues.

Craig Grannell

Mac FORMAT Choice ★★★★★

iPHOTO PLUG-IN

FlickrExport for iPhoto

£12 The app that sees better uploads from iPhoto to Flickr

Developer: http://connectedflow.com/flickrexport/ **Version:** 4.0.2

Although *iPhoto* continues to improve when it comes to sharing images online, options are limited. You can add an image to a new photoset, set its privacy and, if you're a Flickr Pro user, define a size. *FlickrExport for iPhoto* lurks in *iPhoto's* export options and provides access to far more settings. You can edit titles, descriptions and tags, define licence settings, send photos to a group pool, and rescale photos prior to uploading them. Version 4 also brings new features, including support for video and, handily, multiple Flickr accounts.

For occasional Flickr users, this plug-in will be overkill. However, if you're a big user of the service and of *iPhoto*, the level of flexibility it provides is great. During testing, this app proved to be stable and reliable – we had no problems when uploading photos and associated data (including when defining settings for multiple images or sending images to multiple sets); and while the workmanlike interface might not be the most gorgeous in the world, it's perfectly usable and logically laid out.

Craig Grannell

VERDICT

★★★★★

"This is definitely an essential purchase for any iPhoto user who's also a Flickr nut."

TWITTER CLIENT

Kiwi

Free/$10 Twitter client gets a chirpy little upgrade

Developer: http://kiwi-app.net/ **Version:** 2.0.2

A while back, *Kiwi* secured third-place in our Twitter clients group test, missing out on the top prize due to various quirks and bugs. Well, quirks and bugs remain in this upgrade, but the app's feature-set has at least improved. *Kiwi* now has more flexible account management (with tabs and a multi-window UI), retains its strong support for themes, offers quick access to user profiles, and link-shortening seems more robust. The tabs are particularly useful, enabling you to rapidly move between accounts, saved searches and user timelines.

In use, *Kiwi* performs well but still falls short of greatness. We had to delete and reinstate our accounts before posting worked properly, there's no indication when a tweet's part of a conversation, and expanding conversations is awkward. The lack of a keyboard shortcut for shortening links is also infuriating. However, the app is free, and improvements and refinements place *Kiwi* on par with *Echofon* and *Tweetie*. If only we could combine the best bits from the all clients, we'd have the perfect app.

Craig Grannell

VERDICT

★★★★☆

"Even though it's still a bit buggy, we now have a contender for the best Mac Twitter client."

Issue 224
August 2010

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30 essential Mac apps
How to sync your life
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TypeIt4Me 4, Music Man 2.7, iTunes Controller and more

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Six scanners on test
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Create your own iPhone app
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>> MMORPG

World of Warcraft: Cataclysm

Mac FORMAT Choice ★★★★★

£30 Oh dear, it's only a matter of time before the divorce papers are served…

KEY INFO

Developer: Blizzard
www.blizzard.com

REQUIREMENTS

OS: OS X 10.5.8, 10.6.4 or later **Processor:** Intel **Disk space:** 25GB **RAM:** 2GB **Other:** Broadband, internet connection, keyboard/mouse

PROS & CONS

- ⊕ Looks amazing
- ⊕ Atmospheric Worgen story
- ⊕ Goblins are fun
- ⊕ New zones, dungeons and so on
- ⊕ Everything polished up
- ⊖ Still lots of grinding

VERDICT

★★★★★

"Substantial new content, a wealth of tweaks and improvements… it's time to kiss life goodbye."

We're almost certainly preaching to the converted here, as longstanding subscribers to this popular MMORPG will have purchased this expansion when it was released back in November.

Even so, it's worth taking a look at what *World of Warcraft* (in general) and *Cataclysm*, in particular, have to offer new players.

The fact is, with all the game has to offer, including the content this expansion brings, we would urge everybody to join the party now. It's going to cost you, of course. To make the most of *WoW* in all its glory you'll need to own the base game and all three expansions, which comes in at a touch over £60, plus there's the subscription fee. But once you've forked out, you won't look back.

The upshot

The premise of this latest expansion is that an ancient evil – the dragon Deathwing the Destroyer – has returned from Deepholm and laid waste to the world, significantly changing the face of Azeroth and the lives of those living in its factions. Even if you only own the base game, you'll still be able to download the latest patch and begin to enjoy the beauty of Azeroth's environments.

Cataclysm's real treasures only reveal themselves in the full expansion though, and once you've bought it, the very first thing you'll want to do is try out the two new races. Far from being simply new character models to play around with, both the Worgen and Goblin races have a rich backstory and a significant race-specific storyline.

Choose the Worgen race and you begin life first as a human resident of Gilneas, a town under siege by the wolf-like Worgen. In the course of defending Gilneas you get bitten and subsequently have to use your new-found lycanthropic status to battle the rest of the wolves and embark on the larger adventure laid out before you. It's a grim, dark storyline and Gilneas provides a suitable backdrop to what is an atmospheric and compelling new strand to the ongoing *WoW* experience. The Goblin race is no less challenging but provides a more light-hearted experience.

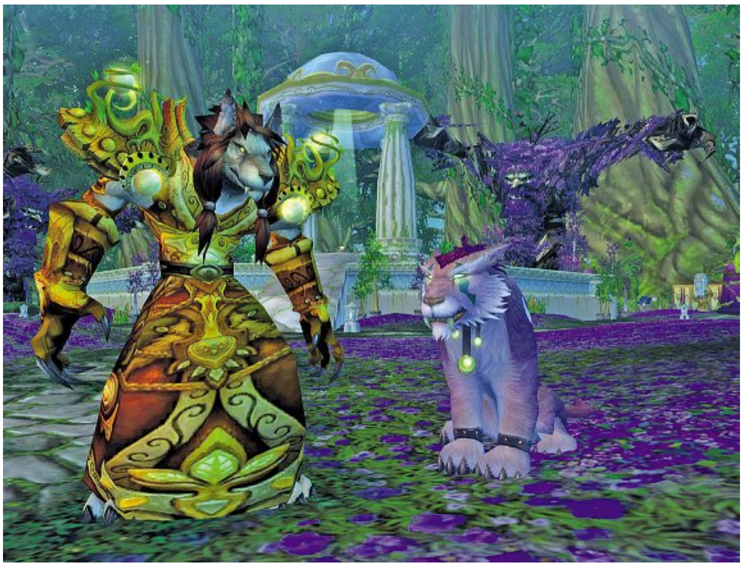
There are five new high-level zones, all of which weave neatly into Deathwing's cataclysmic storyline. Especially worthy of mention is Vash'jir, a zone that takes place largely underwater, taking advantage of some new water effects and a modified system of control.

Cataclysm also brings several other significant additions to the gameplay. The phasing system introduced in *Wrath of the Lich King* is used extensively here, allowing players to experience different versions of the environments depending on which phase of the adventure they're inhabiting. There are more race/class combinations, a wealth of new high-level dungeons and raid content, and Azeroth has been retooled to allow for flying mounts.

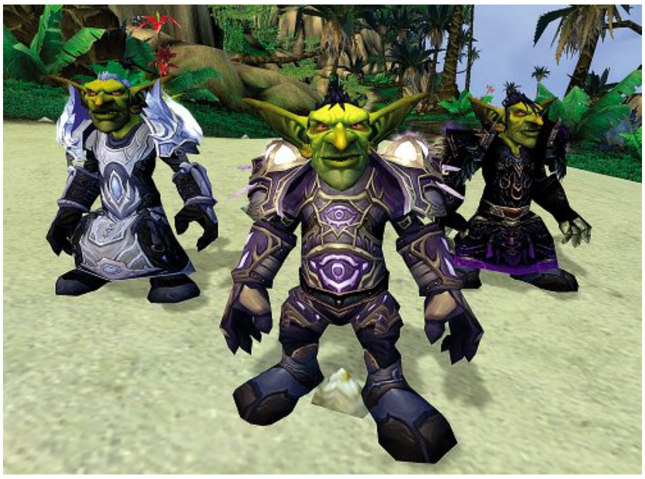
> *"With all the game has to offer, including the content this expansion brings, we would urge everybody to join the party"*

The lowdown

Cataclysm is a pretty comprehensive overhaul for *WoW*. Those who have been absent for a while will find the environments more sumptuous, levelling up faster and less tedious, questing more tightly structured and so on. Sure, it's the same game at heart, but it feels fresh and exciting and is worth your time and money.
Andy Dyer



A Worgen hunter proving the point that owners do begin to look like their pets after a few years.

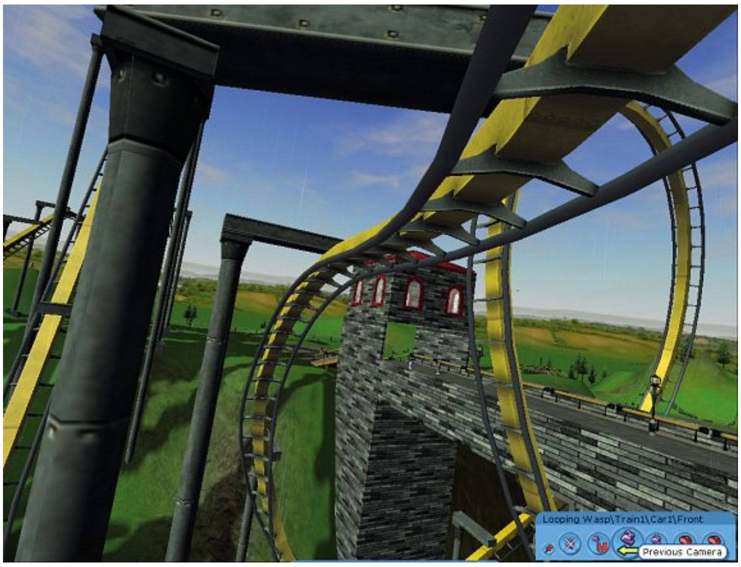


We know an extremely rude joke about a goblin. Probably best not to tell it here, though…

>>RESOURCE MANAGEMENT

Rollercoaster Tycoon 3 Platinum Edition

£30 Hands in the air! Build your very own theme park and then have a cheeky go on all the rides



After all your blood, sweat and tears it's only fair that you get to try out your ride. Woohoo!

This platinum release incorporates the base game plus the *Soaked!* And *Wild!* Expansion packs. You can play each game individually, working your way through the many scenarios or muck around with unlimited funds. You can even design your own scenarios.

The basic game enables you to take a fun park from a humble venture to a thriving success. The plan involves targets, be it making a certain amount of money or attracting a specified number of punters. There are also different target levels so, while novices only have to pull in a few quid, serious players will be aiming much higher.

Creating your park is extremely straightforward thanks to the clarity of design and precise camera controls. Complex rides and attractions can be a little fiddly to construct, but this is due to their nature rather than any shortcomings on the part of the game design, and any problems you may have can be solved by dipping back into the comprehensive tutorial levels.

Cause a sensation

Typically, creating a new attraction will involve creating the basic size and shape of the thing, deciding on the complexity of the attraction, designating entry and exit points, and adding flourishes and adornments before opening it to the public. We're being deliberately vague here because the precise steps involved depend upon which version you're playing and which rides you're creating. So, if you're playing the *Soaked!* expansion and building a pool complex, you need to set out the shape of the pool, the configuration of any extra pools, paved areas, boards, slides, wave machines, loungers and the like, then establish changing rooms through which the punters can access the pools. The more feature-rich an attraction, the more money you can charge for entry, but it'll also mean more maintenance. In the case of *RCT3 Wild* it's about creating lion shows, and animal attractions as well as thrill-rides.

> *"There are also different target levels so, while novices only have to pull in a few quid, serious players will be aiming much higher"*

Unlike other resource management games, *RCT3's* unique selling point is that you can try out your rollercoasters and rides from a first-person perspective. Doing so is a total treat. If you get up close to the screen and suspend your disbelief, riding the coasters is a genuinely thrilling experience and you'll have enormous fun seeing your creations brought to stomach-churning life.

The price to pay

The blast of trying out the rides doesn't last forever though, so if you were thinking resource management games just got exciting, think again. No. While *RCT3* is more friendly than most games of its type, it's still a business sim and, as such, will appeal most to people who fancy building and micro-managing a large, complex commercial enterprise.

We have one final gripe. Here are three releases for £30, which seems acceptable. After all, Aspyr has done a superb job with the Mac implementation of the *RCT3* experience. But the fact these games are between five and six years old and PC versions can now be found for a pittance, suggests the publishers could have been a little more competitive with their pricing. Even so, it's not an enormous amount of money for a suite of games that delivers all the fun of the fair.

Andy Dyer

KEY INFO

Publisher: Aspyr
www.aspyr.com

REQUIREMENTS

OS: OS X 10.5 (Leopard) **Processor:** Intel 1.8GHz or faster **RAM:** 512MB RAM **Disk space:** 2GB **Other:** Radeon X1600, GeForce 7300, 128 MB VRAM, DVD Drive

PROS & CONS

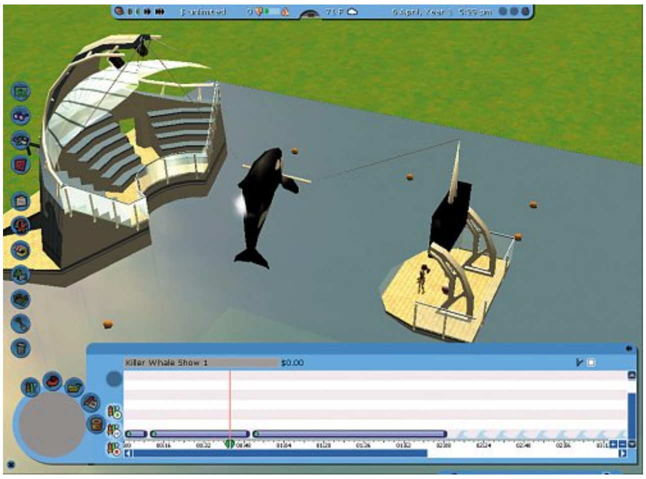
- ⊕ Game plus two expansions
- ⊕ Accessible design
- ⊕ Nicely balanced scenarios
- ⊕ Fun management
- ⊕ Thrilling rides
- ⊖ A bit pricey

VERDICT

★★★★☆

"An accessible and fun game with the opportunity to build and ride your own attractions."

You can choreograph your own killer whale show. A unique experience.



>> PLATFORM PUZZLER

Trine

Mac FORMAT Choice ★★★★★

£17 Most magically made for the Mac

KEY INFO

Developer: Frozenbyte Games
www.frozenbyte.com

REQUIREMENTS

Processor: Intel Mac **RAM:** 1GB **Disk space:** 1GB **Other:** OpenGL 2.0 compatible video card with 256MB shared or dedicated RAM

PROS & CONS

- ⊕ Stunning looks
- ⊕ Large intricate levels
- ⊕ Fun platforming
- ⊕ Switchable characters

VERDICT

★★★★★

"A beautiful platform puzzler with gameplay that can hold its own."

This is a game of rare beauty. It's essentially a 2D platformer viewed side-on, but the environments are rendered in 3D with such great detail, incredible lighting and fluid animation that it literally takes your breath away.

The gameplay is spot-on too, mixing traditional platform elements with enjoyable physics puzzles.

Trine is a fantasy tale of a thief, a wizard and a warrior who all arrive at the Astral Academy, where they simultaneously come across an ancient artefact. They are then magically spliced together in one body and must explore the academy to find a way out of their situation.

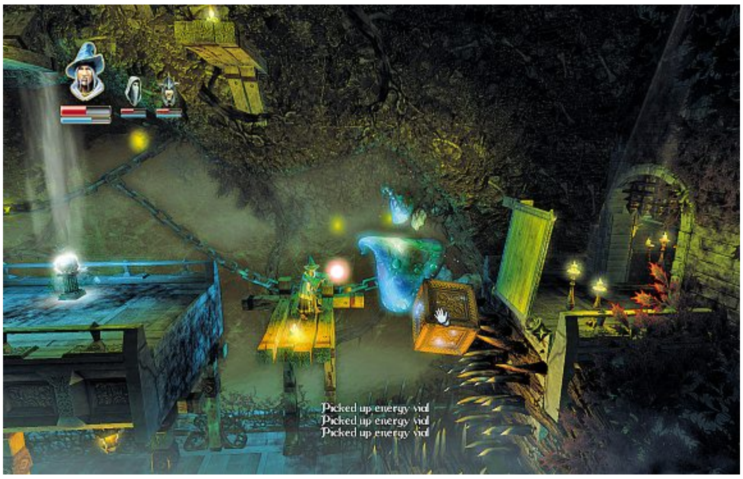
You can switch between the three characters and use their individual skills to solve the game's intriguing puzzles. The wizard can conjure and move objects, the thief can fire arrows and swing from a rope, and the warrior is a general powerhouse using attacking and defensive moves.

A simple task might be to use the wizard to place a crate so you can step to a higher platform. A trickier puzzle will have you smashing barriers with the warrior to release an object the wizard can transport, or using the thief's arrow to open a door.

The physic-based gameplay works well. Arrows fly realistically, objects move according to their shape, and platforms rotate as you might expect.

The levels are large, complex, stunning to look at and absorbing. And even the platforming is executed well with responsive and accurate controls. Do we have a bad word to say about *Trine*? Erm… no.

Andy Dyer



Use the wizard's magical powers to move large and heavy objects, such as this crate.

>> REAL-TIME STRATEGY

Majesty 2: The Fantasy Kingdom Sim

£30 Beware the subjects, your Majesty…

KEY INFO

Publisher: Virtual Programming
www.vpltd.com

REQUIREMENTS

OS: 10.6.3 **Processor:** Intel CPU, 2.16GHz **RAM:** 1GB, GeForce 8600, Radeon X1600 **Disk space:** 1.5GB

PROS & CONS

- ⊕ Looks good
- ⊕ Pacy, accessible gameplay
- ⊕ Multiplayer mode
- ⊖ Doesn't quite hang together

VERDICT

★★★☆☆

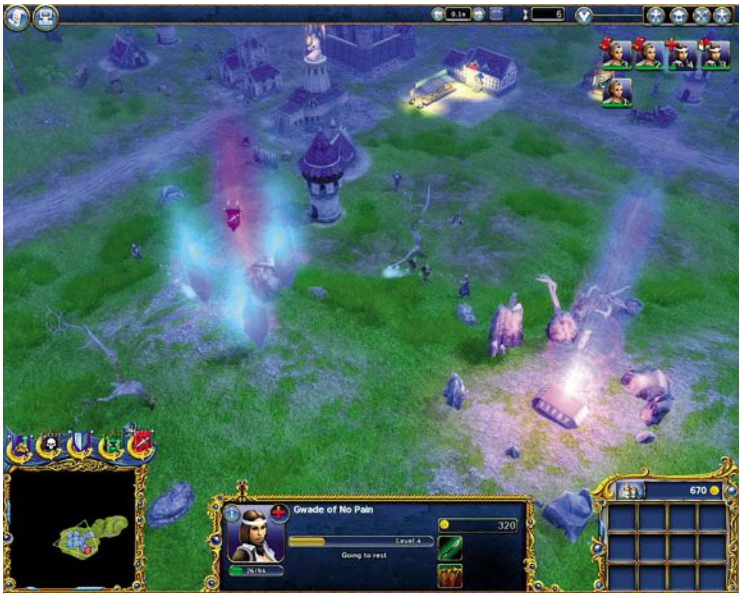
"An enjoyable strategy game but with a slightly flawed play mechanism."

The premise of this strategy game sees your kingdom taken over by a demonic overlord, and as heir to the throne you have to rebuild your domain and rid the place of the ne'er-do-wells. You do this by taking your small settlement and adding to it with economic buildings to increase your wealth, erecting defensive structures or creating guilds to house and train special units. And while your subjects are busy with the local demands of kingdom building, you can send out units to discover new areas and tackle quests that take you further afield.

But there's a twist. Your citizens can be mercenary in their loyalties. For example, if you want a unit to scout new areas or enter into battle, you have to set the price you're willing to pay for the job to be done. It's then up to your subjects whether or not they want the job. On paper it looks interesting and logical, but in practice it gets in the way of your aims.

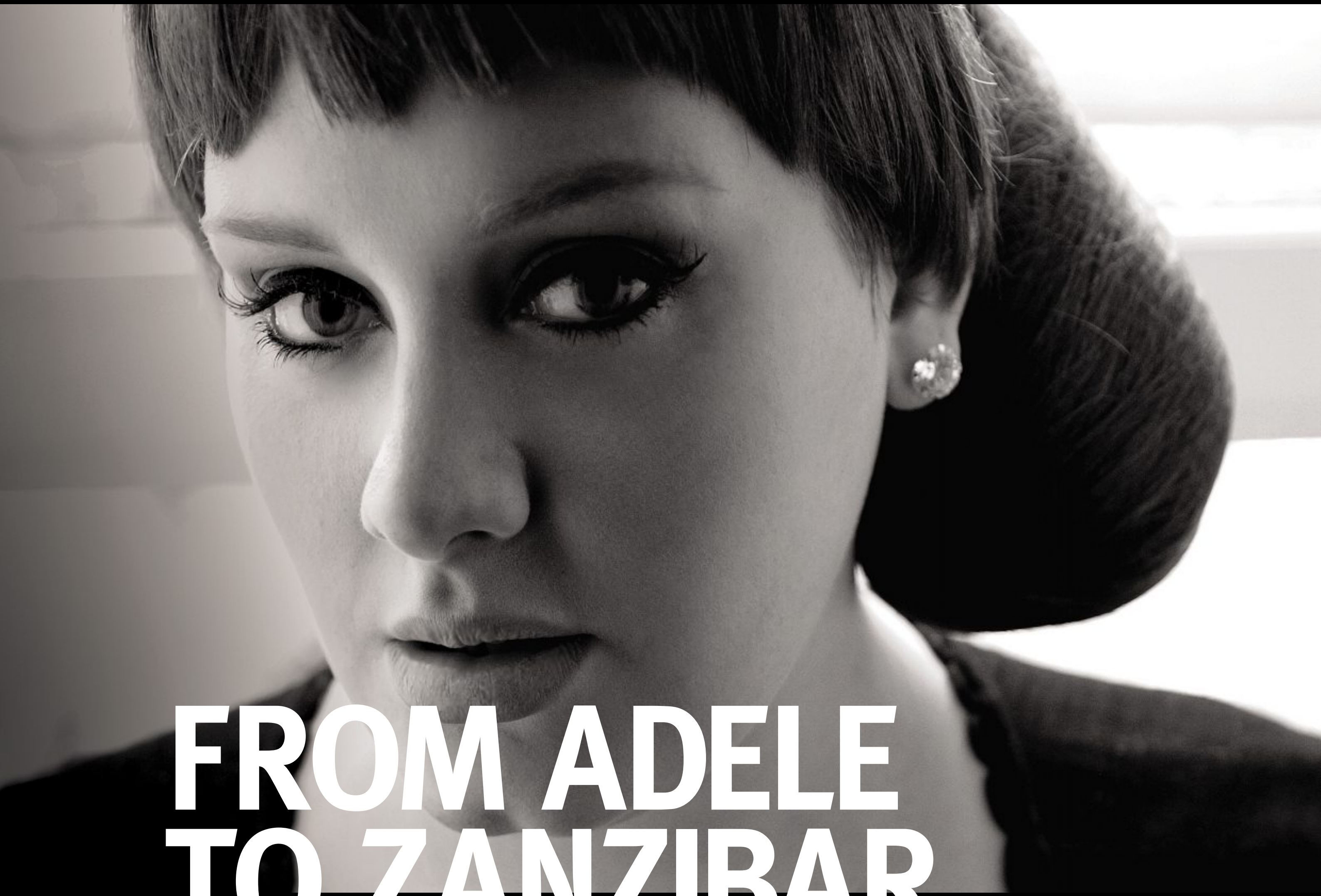
What weighs heavily in *Majesty 2's* favour, though, are its simplicity and zippy pace. This is a great game for those new to the strategy genre or those who are simply turned off by the complexity of other titles.

Andy Dyer



Place an attack flag on the target, and if the price is right, someone will join in with the fight.

emusic



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Notability

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KEY INFO

Developer: Ginger Labs, Inc.
www.gingerlabs.com
Version: 2.03
Works with: iPad, iOS 3.2+

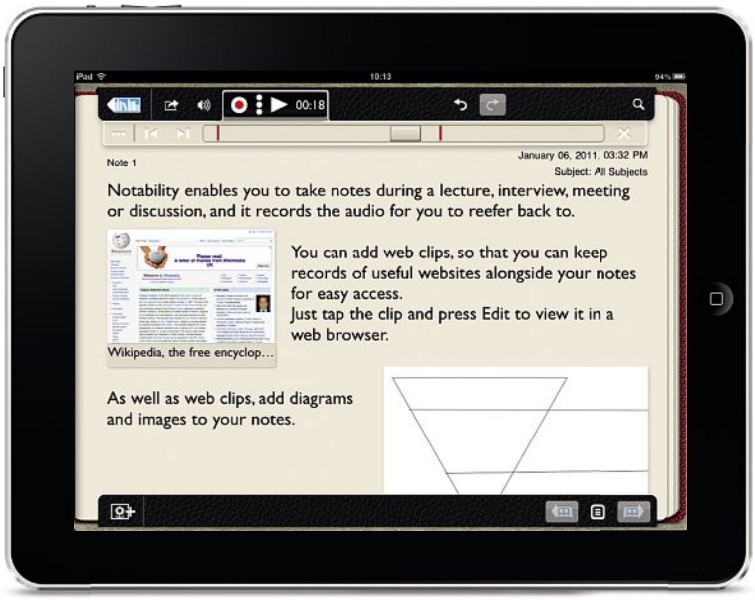
PROS & CONS

- ⊕ Very usable
- ⊕ Easy to organise notes
- ⊕ Audio recording
- ⊕ Simple transfers

VERDICT

★★★★½

"A great way to take notes, to organise, share and print."



Note 1

January 06, 2011, 03:32 PM
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As well as web clips, add diagrams and images to your notes.

Notability is the ideal app for slacker students to take notes during lectures or seminars.

However fast you type, when you're trying to keep up with a conversation, lecture or meeting, you'll inevitably miss bits. Those missed utterances may have been crucial, but thanks to *Notability*, you've got a safety net, because it records audio as you make notes. And it will continue to capture sound if you switch out of the app in iOS 4.2 to check your email or look something up on the web.

When you go back over your notes, play the audio and tap a place in the text to hear what was being said. Your notes can be made in a range of fonts and outlines, including bulleted lists. Furthermore, you can add images, drawings and clips from the web, which you drag to where you want them and the text flows around them. It's a great way to make revision aids. Notes can be categorised into subjects, so you can group all notes from one class together, for example. As the number of files you create builds up, you can still find the one you're after using the search. Once in a note, look up individual words or phrases, as in *Safari* on the Mac.

When you're done writing on the iPad, printing your notes, transferring them to your Mac, *Dropbox* or emailing them to others is a breeze, either as a PDF or as a Note file. The latter is an archive containing the images and audio recordings, but not, it seems, the note text – you'll need the PDF for that – a shame.

Laurence Cable

>> COPY UTILITY

2phone

FREE Send text to your iPhone

Developer: Noah Witherspoon **Version**: 1.0
Works with: iPhone, iPod touch, iOS 4.0 or later

Ever wanted to send a URL or a block of text from a web page straight to your iPhone? Well now you can, thanks to this app and its *Safari* extension on your Mac. The latter is available at http://noahw.me/2phone and adds a button to your browser's toolbar. It pairs with the iPhone app using a passcode.

Select a block of text in *Safari*, click the button and the text will appear on your iPhone. If no text is selected, it sends the URL across and opens it in the iPhone's *Safari* browser. You don't even need to be connected to the same Wi-Fi network!

Laurence Cable

VERDICT

★★★★½

"A really useful little app, made even better by the fact that it's free!"

>> OFFICE TOOL

D-Desk

£FREE Draw, work out and search!

Developer: Paolo Bottigliero **Version:** 1.0
Works with: iPad, iOS 4.2 or later

D-Desk combines a calculator, doodle pad and a web browser all in one handy desk-like environment. Best used with a stylus, it's a handy tool for doing basic calculations – use the jotter to note down any interim results as you go along, and then export your doodlings to the *Photos* app. Should you need it, the basic web browser drops down over the top, but leaves enough space for you to jot down things on the pad beneath.

Admittedly the app's limited – a scientific calculator would be nice, as would a multi-page notebook and undo option.

Laurence Cable

VERDICT

★★★☆☆

"A nice idea that's crying out for some added features, but it's definitely worth having."

>> DICTIONARY

Discourse

59p Words on the go…

Developer: Emilio Pelaez **Version:** 1.0
Works with: iPhone, iPod touch, iOS 3.0 or later

There are plenty of low-cost dictionary apps available, but we fell in love with *Discourse's* elegant – if slightly unresponsive – interface. It looks like a heavy red leather-bound tome, with a search function on the left page and the results on the right. While you can only see one side at a time, flipping between them is wonderfully intuitive.

Even though it's largely American-English spellings, the UK variants are in there too, but they don't always contain much in the way of a definition, and it does require an internet connection to work.

Laurence Cable

VERDICT

★★★½☆

"A gorgeous and intuitive app – if only it was slightly more responsive to your taps."

» ACTION RPG

Infinity Blade

£3.49 The beat-'em-up/RPG mash-up

KEY INFO

Developer: Chair Entertainment
Version: 1.0
Works with: Universal (iPhone 3GS, iPod touch 3rd gen), iOS 3.2 or later

PROS & CONS

- ⊕ Visually breathtaking
- ⊕ Interesting combat system
- ⊕ Levelling up/upgrading fun
- ⊖ Repetitive

VERDICT

★★★★☆

"Great visuals and great combat make a winning combo."

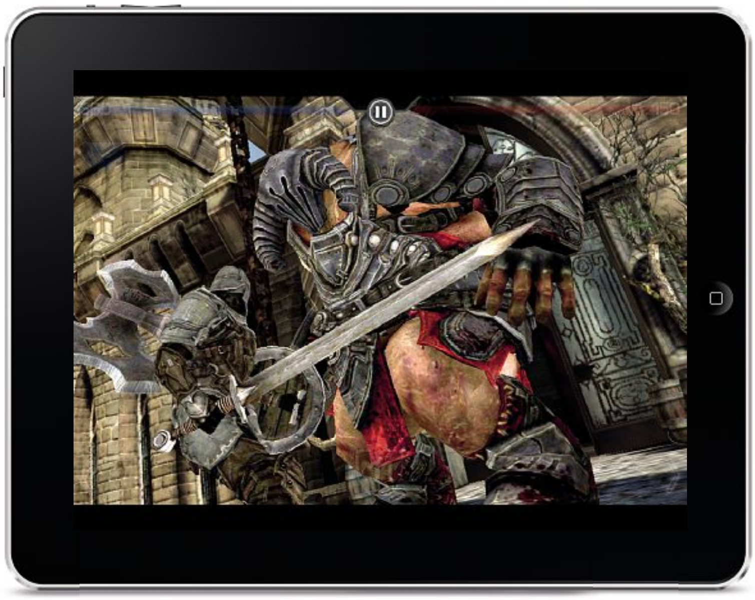
This game looks damn good. And the reason it does is because it uses a version of Epic Games' *Unreal Engine 3* running on iOS. To have a tool like this in the hands of iOS developers is a game changer.

Alas, the gameplay isn't quite so revolutionary, but it's solid enough to support the momentum generated by the visuals. You play the part (or parts) of a bloodline of warriors doomed to the same fate of exploring a castle, fighting its inhabitants, and ending with a showdown with the God King. Each encounter with this villain ends in the player being killed, so he takes the role of the next warrior in the bloodline to attempt the task again.

What this amounts to is just a series of beat-'em-up encounters. It's a limiting set-up and makes the game a little repetitive, but the combat is handled well. On entering a fight, the player has to anticipate the enemy's next move then counter it by swiping in the opposite direction. Succeed and you can swipe in a variety of ways to inflict hits on your enemy. You can also block and perform special moves. Each visit to the castle brings more powerful foes. As you gain more experience, you can level up, master new weapons and armour and better equip yourself against enemies.

Not everyone will enjoy the choreographed gameplay but this is one of those landmark games you simply must own.

Andy Dyer



Watch out for this horny old devil – he packs quite a punch and looks great while he does it...

» FIRST-PERSON SHOOTER

N.O.V.A. 2

£3.99 This FPS goes up one, but stumbles too

KEY INFO

Developer: Gameloft
Version: 1.0.0
Works with: iPhone, iPod touch, iOS 3.1.2 or later

PROS & CONS

- ⊕ Great looks
- ⊕ Good multi-player
- ⊕ More variety
- ⊖ Weak single player

VERDICT

★★★★☆

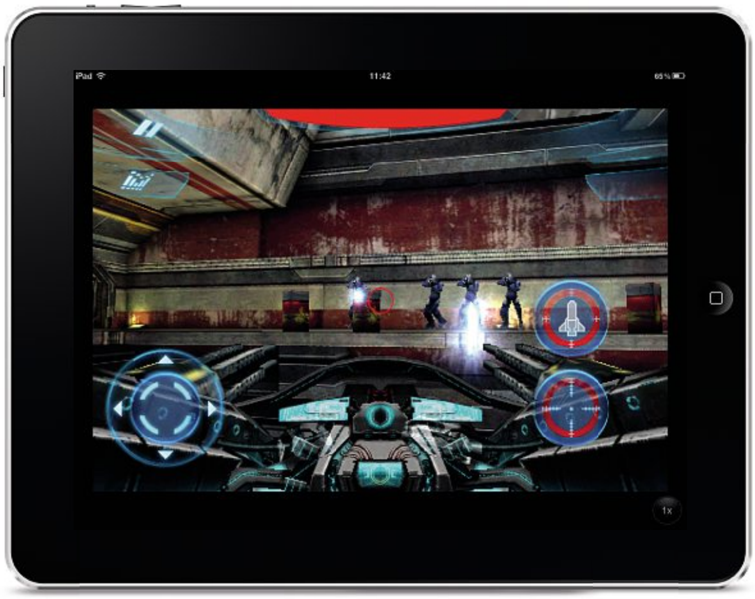
"Much better for multi-playing rather than on your own."

When *Near Orbit Vanguard Alliance* first appeared on iOS, it blew everyone away. But things have moved on. While Gameloft has delivered a cracking online multiplayer offering, they've dropped the ball on single-player mode.

Plot wise this is a bit of a shambles, propped up by dubious voice acting and rubbish dialogue. In fact the story seems something of an afterthought, shoved in to fill the gaps between the set pieces. In addition, while the gameplay is more sophisticated than that of the first game, something has been lost. Whereas first time around enemies got up close and personal, giving you a good view of them on the screen, this time you're often left picking off bad guys from a great distance, reducing them to mere blobs. What's more, there are way too many points at which the player has to guard machine-gun nests and spend time just statically mowing down waves of enemies. Tedious.

However, none of this should put you off, because despite the fun story mode, the package is rescued by a superb suite of multi-player options. Effortless connection, ten enjoyable maps, five play modes, plenty of options, power-ups and a satisfying reward system add up to a massively enjoyable social experience.

Andy Dyer



On board a mech walker. You'd think that would be exciting but dull repetitive blasting ensues.

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m
Bluetooth

We tested a range of wireless mice. Some offer Bluetooth connectivity, others use a wireless USB dongle.

Words: Ian Osborne **Photography:** Gavin Roberts

Wireless mice

You want to keep your controller cable-free, but what's the best to buy? We put eight wireless mice to the test

The mouse has come a long way since Doug Engelbart's team of engineers designed the first model back in 1964. The twin wheels originally used for vertical and horizontal tracking were soon replaced by a roller ball, which in turn gave way to today's optical mice. The cable has evolved too, with old-style serial connectors giving way to USB in the mid-90s, and then becoming optional with the arrival of wireless connectivity. Today's mice connect to your Mac using Bluetooth or USB wireless, both of which use radio technology on the 2.4GHz waveband. The advantages of wireless connectivity are obvious. With no cables to trail across your desk, you can place your mouse wherever you like.

Modern Macs offer integrated Bluetooth for connecting to compatible peripherals, and non-Bluetooth wireless mice come bundled with a USB dongle that acts as a receiver. So using a Bluetooth model frees up a USB port – though most wireless dongles are small and compact, and can be connected through your keyboard's USB port.

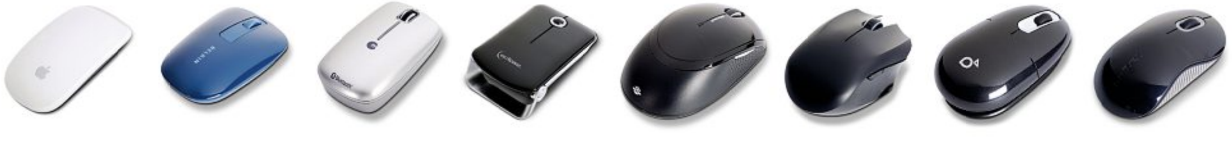
> *"Using a Bluetooth model frees up a USB port, though most wireless dongles are small and compact"*

The primary disadvantage of wireless mice is that they need batteries, with Bluetooth devices being a little more power-hungry. Also, many gamers prefer the extra precision offered by a cabled USB connection. For this group test, however, we'll be looking at a range of Bluetooth and wireless USB mice. »

» DID YOU KNOW THIS?

Adjust mouse settings in *System Preferences*, under **Mouse**. You can also asssign a spare mouse button to *Exposé* using the **Exposé & Spaces** pane.

» WIRELESS MICE / At a glance



Product	Apple Magic Mouse	Belkin Wireless Comfort Mouse	Macally mMouseBT	Mad Catz Eclipse mobilemouse	Microsoft Wireless Mouse 5000	Razer Orochi	Smartfish ErgoMotion Laser Mouse	Targus Wireless Comfort Laser Mouse
Price *	£57	£29	£42	£47	£24	£52	£40	£21
Manufacturer	Apple, Inc	Belkin Ltd	Macally	Mad Catz Interactive	Microsoft Corporation	Razer Technology	Smartfish Technologies	Targus Group International, Inc
Website	www.apple.com/uk/magicmouse	http://bit.ly/hKql7a	http://bit.ly/eadtj4	http://bit.ly/h69TFS	http://bit.ly/9a341B	http://bit.ly/fal82Y	http://bit.ly/fr8emz	http://bit.ly/elrjR8
BT or Wireless	Bluetooth	Wireless USB	Bluetooth	Wireless USB	Wireless USB	Bluetooth/Cabled USB	Wireless USB	Wireless USB
Batteries	2xAA (included)	2xAAA (included)	2xAAA (included)	1xAAA (included)	2xAA (included)	2xAA (included)	2xAA (included)	2xAA (included)
Resolution **	Unknown	Unknown	800dpi	1600dpi	1000dpi	2000dpi (wireless), 4000dpi (with cable)	800dpi	1200dpi
Bundled extras ***	None	None	None	Travel pouch	None	Travel pouch, optional USB cable	None	None
System requirements	OS X 10.5.8 or later ****	Mac OS X	OS X 10.4 or later	Mac OS X	OS X 10.2 or later	OS X 10.4 or later	OS X 10.2 or later	OS X 10.4 or later

*** The best online price at the time of writing, not RRP ** Expressed as dots per inch**
***** Other than batteries **** Momentum scrolling supported in 10.6 only**

The Targus and Belkin offerings are good value for money.

»TEST ONE

Design and build

We look at the overall quality of the physical features

All the mice on test were pretty robust – there's no badly made rubbish here. Most offered interesting features too. The Orochi can be used wirelessly or via a detachable USB cable for extra accuracy, which is very welcome news for gamers. Apple's Magic Mouse takes a stylish, minimalist approach, and the mMouseBT is height-adjustable, so it works if you like a bulky mouse as well as for those who favour a slimmer design.

The Eclipse has a kickstand to raise it to a usable height, but folds back for portability. The Smartfish ErgoMotion is a specialist mouse designed to reduce hand strain. The raised body section pivots on the base to follow the natural movement of your wrist. It's a pity the Microsoft Wireless 5000 and the Belkin Wireless Comfort use receiver dongles the size of USB keys. The tiny nano devices used by the Targus, Smartfish and Eclipse mice are more convenient.

»TEST RESULTS

Apple	★★★★★
Belkin	★★⯪☆☆
Macally	★★★⯪☆
MadCatz	★★★⯪☆
Microsoft	★★★⯪☆
Razer	★★★★⯪
Smartfish	★★★☆☆
Targus	★★★☆☆

»TEST TWO

Using the mouse

How does it feel under the palm during operation?

Apple's Magic Mouse is extremely configurable, especially if you download a free third-party app such as *MagicPrefs*. Its multi-touch surface allows for MacBook-style gesture controls and two-button functionality, but its low profile and lack of physical buttons don't suit everyone. For example, it's a poor choice for gamers as you can't press both buttons at once.

ErgoMotion's tilt function takes a little getting used to, but suits those who find a regular mouse makes their arm ache. The Eclipse tracks well and feels more comfortable than it looks, but why they put the power button so close to the third button is anyone's guess. A 1000dpi sensor and BlueTrack technology gives Microsoft's Wireless 5000 great tracking abilities, but it's not so fine if you like a slim mouse. The Razer Orochi is comfortable and gives superb accuracy, via both Bluetooth and a USB cable.

»TEST RESULTS

Apple	★★★★☆
Belkin	★★⯪☆☆
Macally	★★★⯪☆
MadCatz	★★★☆☆
Microsoft	★★★★☆
Razer	★★★★⯪
Smartfish	★★★⯪☆
Targus	★★★★☆

The Eclipse and Razer mice are both supplied with travel pouches.

» HOW WE TESTED / Putting the mice through their paces

We tested the mice in a number of ways. First of all, we checked their build quality and physical features, noting any unusual qualities such as the Eclipse's kickstand or the Macally's height adjuster.

Using each of them in turn for general, day-to-day computing tasks gave us an insight into how comfortable they were in operation. Naturally, there's room for a degree of personal opinion here. For example, some people like a shallow, low-profile device that's used with the fingertips, while others prefer to rest their whole palm on a bulkier, more rounded mouse. Bear this in mind when reading our comments; if you dislike bulky mice, you won't find the Microsoft mouse very comfortable, even though we did. We tried them out with some games too, to test for speed and accuracy under pressure. Could they keep up with the action in Freeverse's *Kill Monty*, pictured here?

Some of the mice offer programmable buttons. We checked out their Mac drivers, and tested them for ease of use, versatility and Mac-friendliness.

A bit of Smash TV-style action put the mice through a workout.

>>TEST THREE

Additional extras

Can you program the mice? What else is on offer?

The Magic Mouse gives you swipe and scroll features that are impossible on any other mouse. After downloading drivers, the Razer and Microsoft mice can be programmed. The gamer-orientated Orochi focuses on assigning key presses and macros to its seven buttons, but the current driver is very flaky and unreliable. The Microsoft mouse lets you configure its five buttons with a variety of features such as *Exposé* and opening apps.

The Eclipse has a scroll ball that doesn't function as a button. It can't scroll horizontal and vertical at the same time either, and as there's no Mac version of the driver, you can't change this behaviour. The Targus and Macally mice have scroll wheel buttons, but they're not programmable on a Mac. The Orochi and Eclipse come supplied with a useful carry pouch, and the Belkin's USB receiver also works as a magnetic perch for the mouse to sit on when not in use.

>>TEST RESULTS

Apple	★★★★★
Belkin	★★⯪☆☆
Macally	★★★☆☆
MadCatz	★★⯪☆☆
Microsoft	★★★★☆
Razer	★★★☆☆
Smartfish	★★☆☆☆
Targus	★★☆☆☆

Microsoft's mouse is programmable on a Mac. The Smartfish helps prevent RSI.

Apple's mouse is very configurable, but Macally's currently lacks a Mac driver.

>>TEST FOUR

Value for money

Which mouse gives the most bang for your buck?

To better reflect what you actually pay, prices quoted in *MacFormat* are the best online price from a reputable dealer rather than manufacturers' retail recommended prices. If the product has been out a few months or longer, the online price can be a lot lower than the RRP.

The Belkin and Targus models are fairly unremarkable, 'ordinary' mice, but if ordinary is all you want, they're both great value for money. The Targus especially is a bargain at a little over £20 for a solid, comfortable no-frills device. The Apple Magic Mouse is the most expensive on test, but £57 is far from overpriced for a mouse of this quality. The Razer Orochi is only a little cheaper, and is still good value if you're a gamer, though if you want more traditional programmable functions – and prefer a mouse shaped like a Volkswagen Beetle to a lower-profile device – the Microsoft offering is the one to go for.

>>TEST RESULTS

Apple	★★★⯪☆
Belkin	★★★★☆
Macally	★★⯪☆☆
MadCatz	★★⯪☆☆
Microsoft	★★★★☆
Razer	★★★☆☆
Smartfish	★★★⯪☆
Targus Wireless	★★★★⯪

>>THE WINNER / Apple Magic Mouse

When it comes to designing mice, Apple has a very chequered history. For years it stuck to single-button devices even when Mac users cried out for a second button. Its iMac launched with a circular, puck-like mouse that some found almost impossible to use, and although better received, the Mighty Mouse didn't wear well. But Apple has finally got its act together with the Magic Mouse. Versatile, attractive and well built, it's by far the best yet.

For those who prefer a more rounded mouse, Microsoft's Wireless Mouse 5000 is an excellent alternative. The Razer Orochi deserves a mention too. It's comfortable and very capable, but let down by drivers.

>>FINAL RESULTS

Apple	★★★★⯪
Belkin	★★★☆☆
Macally	★★⯪☆☆
MadCatz	★★⯪☆☆
Microsoft	★★★★☆
Razer	★★★⯪☆
Smartfish	★★★☆☆
Targus	★★★⯪☆

Mac FORMAT Winner!
Its unique gesture functionality means Apple's Magic Mouse is the winner.

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Camera
YouTube
Stocks
Maps
Weather
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Phone
Mail
Safari
iPod
MENU

> "The iPhone 4 offers a new form factor and exciting new features"

HELPING YOU CHOOSE YOUR iPHONE WISELY P118

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Buyers' Guide

- DESKTOPS
- NOTEBOOKS
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- SOFTWARE

Laurence Cable
Staff Writer

After a new Mac, iPad or iPhone? Well you're in the right place. Turn the page to follow our simple guide on choosing the right kit for you. But remember that the hardware is only the beginning – it's the software you put on your Mac and the kit you get to go with it that'll transform it into a multi-purpose box of wonderment.

With spring just around the corner, there'll be photographic opportunities aplenty, so why not treat yourself to one of our recommended digital cameras and *iPhoto '11* from the Mac App Store? This killer combination will enable you to shoot great pictures, enhance them and share them with your friends and family, either electronically or as a photo book.

And you might also have noticed our new Top 10 Tap! Apps lists – we've listed 10 of the best apps and games from our new sister title for you to try out. Even if you don't have an iPhone or iPad, some of these might persuade you to get one!

» BUYING ADVICE YOU CAN TRUST

Our mission is to ensure that when you buy a Mac-related product, you are completely informed about its best and worst features. We have a cast-iron policy of editorial independence. **For the latest prices and full review see the TechRadar URL listed next to each review.**

How to buy a new Mac

Not sure which Mac to buy? We'll help you choose!

» DID YOU KNOW THIS?

Adding more memory to your Mac Pro is really easy. The one-processor model has four slots for up to 16GB, while the two-processor versions have eight slots for up to 32GB.

The top-of-the-range standard configuration of the Mac Pro uses two six-core Intel Xeon processors.

The 21.5-inch iMac starts at £1,020. A top-of-the-range standard iMac costs £1,684.

Apple sells its products every which way at once. You can buy a Mac direct from the online Apple Store (**http://store.apple.com/uk**); from one of the growing number of bricks-and-mortar Apple Stores around the country; from official 'Apple shops' within department stores, staffed by certified Apple Solutions Consultants; and from hundreds of independent Apple Authorised Resellers and Premium Resellers, variously selling online or on the high street.

The bigger independents buy direct from Apple, while others go through a network of distributors, listed at **www.apple.com/uk/buy/distributors**. Given this range of outlets, shopping around for your Mac could save you money – but probably not very much. There simply isn't much profit margin for independent dealers to knock off. The Mac's popularity means Apple doesn't have to leave a big gap between its wholesale prices and Apple Store prices – effectively the minimum and maximum level at which retailers can sell their wares.

Authorised Resellers may knock a few pounds off Apple Store prices, and can also sell you other kit at competitive prices. Although you may find fractionally lower prices online, by choosing a local dealer you could get the benefit of trying before you buy and having someone on hand to answer questions. Either way, Mac resellers tend to be very knowledgeable and keen to help.

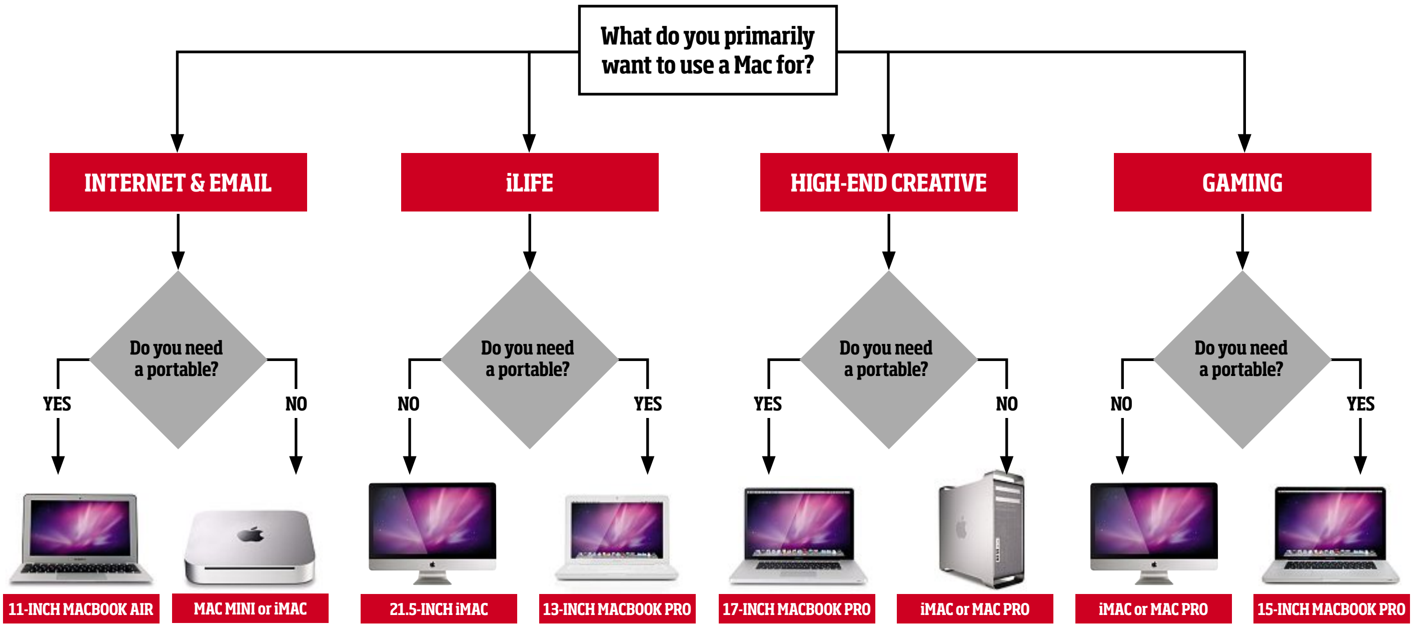
There are a couple of other ways to cut the cost of a new Mac. Business buyers can save a fortune by reclaiming the VAT and offsetting the purchase against tax. If you're not eligible, you may still qualify for a discount from Apple. Any student or teacher can get special pricing, as listed at **www.apple.com/uk/education/store**. That includes schoolkids. The reductions aren't huge, but they're worth having: for example, a dual-core 27-inch iMac lists for £1,342, compared to the regular price of £1,429. Authorised Resellers can access these special rates and may even shave a bit more off for you.

> *"The best time to shop for a refurbished, clearance or second-user Mac is just after Apple brings out new models"*

To help you find the cash, Apple also offers financing options. For consumers, this spreads the payments, though you do pay interest. For businesses, flexible leasing knocks more off your tax bill and lets you upgrade your hardware – and indeed software – when necessary without spending big chunks of capital. You can find out plenty more at **www.apple.com/uk/financing**.

Your budget will stretch even further with clearance, refurb and second-user deals. If you can suppress your envy of marginally newer, shinier kit, the best time to shop for a Mac is

CHOOSING A MAC / Which one is right for you?


What do you primarily want to use a Mac for?
INTERNET & EMAIL
iLIFE
HIGH-END CREATIVE
GAMING
Do you need a portable?
YES
NO
NO
YES
YES
NO
NO
YES
11-INCH MACBOOK AIR
MAC MINI or iMAC
21.5-INCH iMAC
13-INCH MACBOOK PRO
17-INCH MACBOOK PRO
iMAC or MAC PRO
iMAC or MAC PRO
15-INCH MACBOOK PRO

just after Apple brings out new models. Wander down to John Lewis and you're quite likely to find the last of the old range with three-figure reductions. Do check the specs against the incoming versions, which will offer more for the same original price, but at the bottom end of the range you could pay less than the current entry-level for a perfectly good machine. Anywhere that holds Macs in stock is similarly worth a raid, and online retailers also have clearance bins.

Bargain basement

Apple itself has a surprisingly little-known online bargain basement at http://store.apple.com/uk/browse/home/specialdeals/mac. It's a treasure trove of cut-price kit, with some clearance items and many described as 'refurbished'. This usually means someone's bought a Mac, then changed their mind or found a problem and sent it back. Industry insiders tell us these returns often have absolutely nothing wrong with them, and in any case they're fully tested and any faults fixed before they're resold. They're guaranteed for a full year, extendable up to three years via AppleCare.

Besides deciding who to buy from, there's the tricky question of which Mac to pick. You can have a MacBook, MacBook Pro, MacBook Air, Mac mini, iMac or Mac Pro. Most Mac families offer several standard models, plus plenty of built-to-order options, adding up to hundreds of possibilities.

By comparing the prices of different configurations – easily done at http://store.apple.com/uk – you can suss out the best value. For example, the entry-level 21.5-inch iMac is a bargain at £1,020. If you want a higher spec, the next option doubles the hard disk space and adds a more powerful graphics card – but at £256 extra, you'd really have to want that graphics card. But hang on: you're not limited to the preset models. By clicking the Select button, you can tweak the specs to create your own Mac. The only downside is that you'll need to allow a week or two for your own personal Mac to arrive. Just think of it as an exercise in delayed gratification.

The MacBook is ideal for entry-level users, but the more demanding should go for a Pro.

> *"Most Mac families offer several standard models, plus plenty of built-to-order options, adding up to hundreds of possibilities"*

DID YOU KNOW THIS?

The late-2010 MacBook Air refresh gave us four off-the-shelf models, all boasting solid state memory and a new form factor. It now offers 11-inch as well as 13-inch screens.

How to choose the perfect Mac

Let us help you make the right purchase. Here are your options…

iMac

Updated July 2010

21.5-inch 3.06GHz
£1,020
- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 500GB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 discrete graphics with 256MB GDDR3 SDRAM • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

21.5-inch 3.2GHz
£1,276
- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card
- Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 3.2GHz
£1,429
- 3.2GHz Intel Core i3
- 27-inch glossy widescreen (2560x1440 pixels)
- 4GB RAM (expndable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card; video-in port • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 2.8GHz (Quad Core) £1,684
- 2.8GHz Intel Core i5 Quad Core • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (expandable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5750 graphics, 1GB GDDR5 memory • 4x USB 2.0 ports; 1x FW 800; 1xSD card; video-in port • Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

Mac mini

Updated June 2010

>> DID YOU KNOW THIS?
The latest Mac mini offers an SD reader and HDMI, but it does come with one fewer USB 2.0 port than its predecessor.

2.4GHz 320GB
£612
- 2.4GHz Intel Core 2 Duo
- 2GB RAM (2x 1GB DDR3 SDRAM) • 320GB Serial ATA, 5,400rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 320M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD+R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 4x USB 2.0 • SD card slot
- Snow Leopard, iLife '09
- HDMI to DVI adapter

Quad-Core

£2,041

• 2.8GHz Quad-Core Intel Xeon • 3GB RAM (expandable to up to 16GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

8 -Core

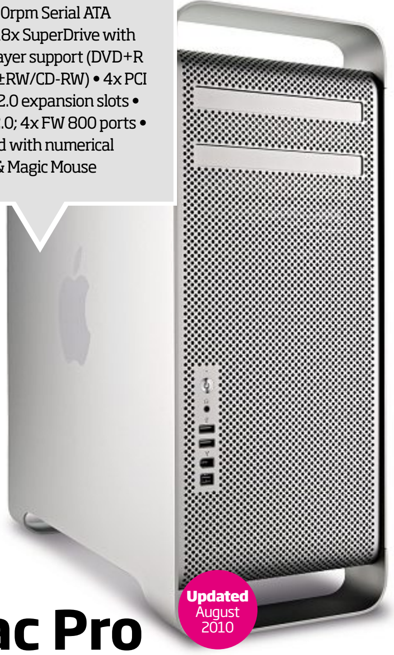
£2,859

• Two 2.4GHz Quad-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

12-Core

£4,083

• Two 2.6GHz 6-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 3x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse



Mac Pro

Updated August 2010

11-inch models

£867/£1,020

• 1.4GHz Intel Core 2 Duo processor • 11.6-inch LED-backlit glossy widescreen at 1366x768 pixels • 64GB or 128GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Five-hour battery life, or 30 days on stand-by • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort

13-inch models

£1,122/£1378 • 1.86GHz Intel Core 2 Duo processor • 13.3-inch LED-backlit glossy widescreen at 1440x900 pixels • 128GB or 256GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Seven-hour battery life, or 30 days on stand-by • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort • SD reader

Updated October 2010

MacBook Air

13-inch white 2.4GHz

£867

• 13.3-inch glossy widescreen, 1,280x800 pixels • 2.4GHz Intel Core 2 Duo • 3MB shared L2 cache

• 2GB RAM (2x DDR3SDRAM)

• 250GB Serial ATA,5,400rpm

• 8x SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB shared DDR3 SDRAM

• AirPort Extreme • Built-in iSight video camera

• Bluetooth 2.0

Updated May 2010

MacBook

13-inch 2.4GHz

£1,020

• 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels

• 2.4GHz Intel Core 2 Duo 3MB shared L2 cache

• 4GB (2x 2GB DDR3 SDRAM)

• 250GB, 5,400rpm Serial ATA

• SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody

• Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

13-inch 2.66GHz

£1,276

• 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels

• 2.66GHz Intel Core 2 Duo 3MB shared L2 cache

• 4GB (2x 2GB DDR3 SDRAM)

• 320GB, 5,400rpm Serial ATA

• SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody

• Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

15-inch 2.4GHz

£1,530

• 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels

• 2.4GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 320GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

15-inch 2.53GHz

£1,684

• 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels

• 2.53GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

15-inch 2.66GHz

£1,838

• 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels

• 2.66GHz Intel Core i7, 4MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

17-inch 2.53GHz

£1,939

• 17-inch LED-backlit glossy widescreen 1,920x1,200 pixels

• 2.53GHz Intel Core i5 3MB shared L3 cache

• 4GB (2x 2GB DDR3 SDRAM)

• 500GB, 5,400rpm Serial ATA

• SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW)

• Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Mac OS X Snow Leopard and iLife • 1x FireWire 800, 3x USB 2.0, 1x ExpressCard/34 slot

Updated April 2010

MacBook Pro

What about an iPhone or iPad?

Apple's mobile devices are designed to sync perfectly with your Mac

>> DID YOU KNOW THIS?

The iPad's processor is, according to Apple, a '1GHz A4 custom-designed, high-performance, low-power system-on-a-chip'. Its LED-backlit IPS display gives it an incredible 178-degree viewing angle.

Both the iPhone and iPad have a touchscreen, come with email and web-browsing applications and are capable of running third-party apps that you can get from Apple's App Store. But the iPad isn't simply a bigger iPhone. The iPhone is first and foremost a phone, and like all mobile phones, unless you buy it on Pay as You Go (which makes the device itself much more expensive) you're going to be tied into a phone contract.

If you want all the features of the iPhone but without the phone part, then consider getting an iPod touch instead (see over the page). If you're looking for a phone then you'll find the iPhone is designed to cover all your data needs while you're on the go, and fits in your pocket.

The iPad can be used in landscape or portrait mode, with the screen rotating automatically.

The iPhone 4 offers a new form factor and some exciting new features, such as a front-facing camera for video chat.

In contrast, the iPad is a device that sits somewhere between an iPhone and a Mac. It also comes with a 3G data contract option, but that doesn't include phone calls. The only phone calls you can make with it will be digitally, using VoIP apps, such as *Skype*. While a lot of people find the iPhone perfectly acceptable for home use, if you just need to check your email or do a quick bit of web surfing, the iPad is positively designed to be used from your sofa. It has built-in Wi-Fi, which means you can check emails and browse the web on your wireless network at home. Here it would fulfil most functions of a laptop, but don't fall into the trap of thinking of the iPad as a replacement for a home computer.

> *"The iPad sits between an iPhone and a Mac. If you just need to check your email or do a quick bit of web surfing, the iPad is ideal"*

It's fundamentally designed to be an accessory. You're meant to keep your data on your Mac and sync your iPad with it, not the other way around.

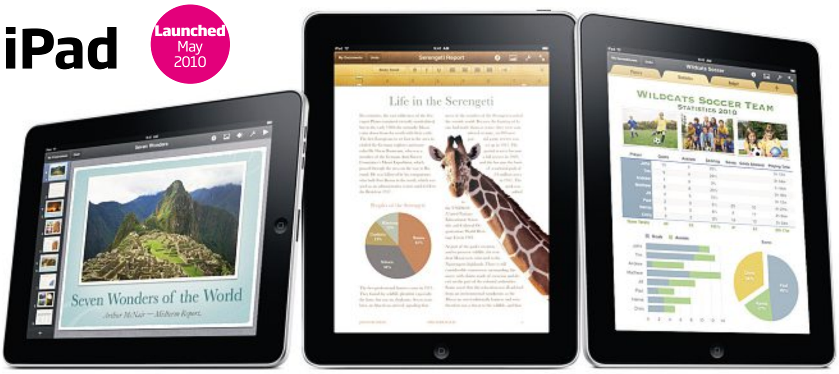
It does have some big advantages over a Mac laptop, though. For a start, because it uses solid-state memory it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight, extremely portable and the perfect size to be used as an ebook reader.

The iPhone currently comes in two versions, the 3GS and iPhone 4. The latest model, the iPhone 4, features a stunning new 960x640 high-resolution display, making it much easier to read on-screen text. The screen itself is now IPS (in plane switching) for great viewing angles. However you hold it, the colours won't shift. There's also a front-facing camera for video chat and HD video recording using the rear camera.

The iPad comes in three capacities, 16GB, 32GB and 64GB, and is available in Wi-Fi or Wi-Fi + 3G versions. The 3G version costs £102 more initially and comes with data plans from either O2, Orange or Vodafone. Prices start at £439 for the 16GB Wi-Fi version, and go up to £714 for the top-of-the-range 64GB Wi-Fi + 3G iPad.

iPad

Launched
May
2010



iPad 16GB

£439 (Wi-Fi)
£541 (Wi-Fi + 3G)

• 9.7-inch (diagonal) LED-backlit glossy widescreen •1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone • 242.8x189.7x13.4mm • 680g (Wi-Fi) •730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 32GB

£510 (Wi-Fi)
£612 (Wi-Fi + 3G)

• 9.7-inch (diagonal) LED-backlit glossy widescreen •1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone • 242.8x189.7x13.4mm • 680g (Wi-Fi) •730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 64GB

£612 (Wi-Fi)
£714 (Wi-Fi + 3G)

• 9.7-inch (diagonal) LED-backlit glossy widescreen •1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone • 242.8x189.7x13.4mm • 680g (Wi-Fi) •730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPhone

Updated
June
2010

iPhone 3GS 8GB

£428 (Pay & Go)

• Available in black • 3.5-inch widescreen • 320x480 pixels • Wi-Fi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR • Photo and video geotagging • Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime) • 115.5x62.1x12.3mm • 135g • Requires Mac OS X 10.4.11 or later

iPhone 4 16GB

£510 (Pay & Go)

• Available in black or white • 3.5-inch widescreen • 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR • Photo and video geotagging • Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime) • 115.5x58.6x9.3mm • 137g • Requires Mac OS X 10.5.8 or later

iPhone 4 32GB

£612 (Pay & Go)

• Available in black or white • 3.5-inch widescreen • 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR • Photo and video geotagging • Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime) • 115.5x58.6x9.3mm • 137g • Requires Mac OS X 10.5.8 or later

» APPS EVERYWHERE

The iPad, iPhone and the iPod touch featured over the page can all install and run apps from Apple's App Store. Many of these apps (such as the Facebook app, or *Twitteriffic*) are free, but even the paid-for apps are inexpensive compared to the prices of software for the Mac. However, there's one obvious problem: the iPad has a 9.7-inch screen, while the iPhone has a 3.5-inch screen. Obviously, apps designed to run on the iPhone are going to look tiny on the iPad's larger display.

To make them fit, Apple has introduced something called 'pixel doubling'. Every pixel in the app is doubled, so the app becomes twice the size it was before, thus filling the screen (well, pretty much). You also have the option of running the app at its native resolution on the iPad if you prefer, although this can look strange as the app then sits in a sea of blackness. The pixel-doubling approach can make apps look a little bit fuzzy, especially games, but it appears to be a good enough solution for most apps.

Apple is, of course, encouraging developers to design apps specifically for the iPad's larger screen, so if you're an iPad owner, look out for iPad-only versions of your favourite apps from the App Store. Not only do they look better than their iPhone originals, but the larger screen size means developers can fit extra controls and features into the interface. That means more fun to be had in games, for example.

Some apps are only be available for the iPad. Apple is starting the ball rolling here by releasing its *iWork* suite (consisting of *Pages*, *Numbers* and *Keynote*) for the iPad only. Conversely, apps that utilise the camera on the iPhone obviously won't work on the iPad. Look out for apps with a '+' symbol next to their price on the App store. This means the apps will work perfectly on both iPad and iPhone.

iPad games often have extra control options built in.

Choosing an iPod

Which model is best for you?

Prices shown include the VAT increase as of 4 January 2011.

The September 2010 iPod refresh saw every model except the classic updated. The shuffle returned to its old form factor, regaining its on-body controls, but retaining VoiceOver technology that lets the iPod read the title and artist information.

For reasons unspecified, the 4GB model has disappeared, leaving only a 2GB iPod shuffle.

The iPod nano underwent the most radical overhaul. The latest model features a square design with touchscreen controls, but has lost its video camera. It's a lot smaller and lighter, though, so you might consider this a fair trade.

Unsurprisingly, the iPod touch benefits from technologies introduced with the iPhone 4, such as a Retina Display and FaceTime. It also has a rear-facing camera that can record 720p HD. And don't forget the iPod classic, which still offers the best price per GB. ●

iPod shuffle

Updated September 2010

iPod shuffle 2GB

£40

- Up to 500 songs
- No ability to display photos or videos
- Available in five colours; silver, blue, green, yellow, pink • No screen, but the control pad returns
- VoiceOver technology lets your iPod talk to you
- 3.5-mm stereo headphone jack is used for both audio out and USB charging
- Battery lasts up to 15 hours
- 29x31.6x8.7mm • 12.5g

iPod nano

Updated September 2010

9:41 AM
Playlists
Now Playing
Artists
Genius M

iPod nano 8GB

£131

- Up to 2,000 songs
- Up to 7,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod nano 16GB

£163

- Up to 4,000 songs
- Up to 14,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod classic

Now Playing
If I Had
Jack John
Sleep Thr
6 of 14
2:20
MENU
iPod
Music
Videos
Photos
Podcasts
Extras
Settings
Shuffle Songs
Now Playing
MENU

Updated September 2009

iPod classic 160GB

£197

- Up to 40,000 songs
- Up to 25,000 photos
- Up to 200 hours of video
- Available in black and silver
- 2.5-inch screen
- 320x240 pixels
- Battery lasts up to 36 hours (audio)
- Battery lasts up to 6 hours (video)
- 103.5x61.8x10.5mm
- 140g

iPod touch

Updated September 2010

iPod touch 8GB

£193

- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

iPod touch 32GB

£254

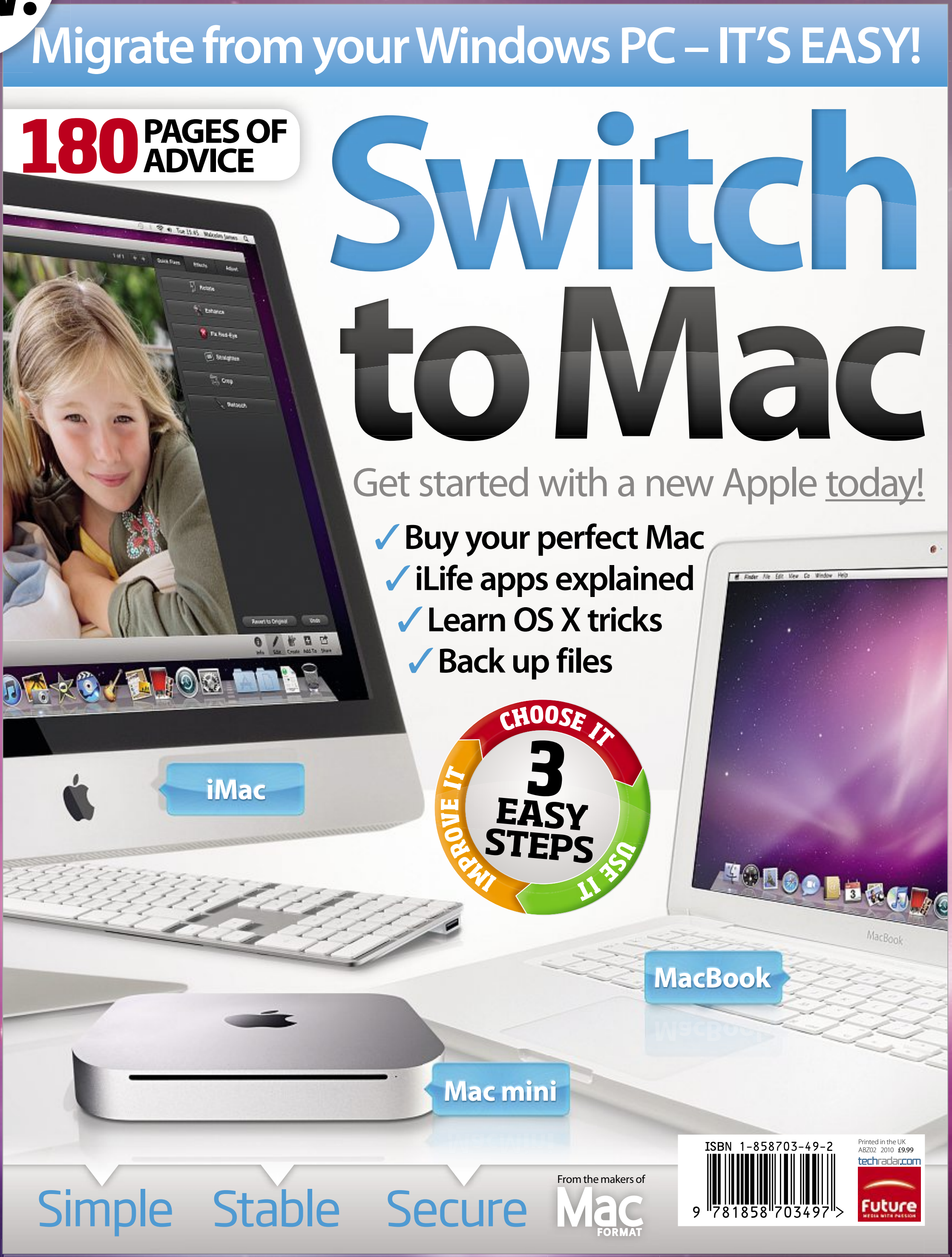
- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

iPod touch 64GB

£336

- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

ON SALE NOW!


Migrate from your Windows PC – IT'S EASY!
180 PAGES OF ADVICE
Switch to Mac
Get started with a new Apple today!
✓ Buy your perfect Mac
✓ iLife apps explained
✓ Learn OS X tricks
✓ Back up files
CHOOSE IT
3 EASY STEPS
USE IT
IMPROVE IT
iMac
MacBook
Mac mini
Simple
Stable
Secure
From the makers of Mac FORMAT
ISBN 1-858703-49-2
Printed in the UK
ABZ02 2010 £9.99
techradar.com
Future

MAKE THE MOVE TO A MAC!

Switch to Mac is the perfect companion for anyone switching from PC to Mac. The180-page guide offers buying advice, OS X tips and shows you how to make the most of all the iLife applications.

Available at selected branches of **WHSmith** or click on 'bookazines' when visiting www.**myfavouritemagazines**.co.uk

TOP 10 Tap! Apps

The best apps for the iPhone, iPad & iPod touch this month

TED

Educate yourself on all things technology, entertainment and design.
iPad; £FREE

SWITCH

An elegant multi-user web browser for your iPad, to keep your surfing private.
iPad; £2.99

DUE

Set yourself reminders and countdowns so you never forget your appointments.
iPhone/iPod touch; £1.79

THETRAINLINE

Plan your train journey, get a seven-day timetable and buy tickets for travel.
iPhone/iPod touch; £FREE

CALVETICA

Replace the Calendar app with one that's quicker and more intuitive to use.
iPhone/iPod touch; £1.79

ARTRAGE

Paint on the iPad as though you're using traditional media. Loved by artists.
iPad; £3.99

KORG IMS-20

Turn your iPad into a great-sounding classic synth for under a tenner.
iPad; £9.49

TAP2CALL

Create one-touch speed dial call buttons on your Home screen. Neat.
iPhone; 59p

MOMENTO

Keep a private diary on your iPhone, then look back on your life's key moments.
iPhone/iPod touch; £1.79

FOODSPOTTING

Find great nearby eateries that have been reviewed by locals. Mouthwatering.
iPhone/iPod touch; £FREE

Looking for more great apps for your iPhone? Try Tap! the iPhone and iPad magazine www.tapmag.co.uk
ON SALE NOW!

KEYBOARDS & MICE

Apple Magic Trackpad

★★★★☆
Price: £60 **Reviewed:** Issue 226
Web: www.apple.com/uk
Full review: www.techradar.com/ 713555
Key specs: 13.13x13.01x1.83cm; Bluetooth connectivity; powered by 2x AA batteries; requires Mac OS X 10.6.4

⊕ Brings the MacBook's famous gestures to Apple's desktop range
⊖ Snow Leopard only

"Well conceived and beautifully executed, it's well worth a try if you use a Mac Pro, iMac or Mac mini at home or work."

Wacom Bamboo Fun Small ★★★★★

Price: £84 **Reviewed:** Issue 214
Full review: www.techradar.com/637575
Key specs: 1,024 pressure levels; Gestures
⊕ Gesture support, good software bundle
⊖ Expensive

Microsoft Arc Mouse ★★★★★

Price: £29 **Reviewed:** Issue 229
Full review: www.techradar.com/913796
Key specs: Wireless operation; foldable form factor
⊕ Highly portable. Has four customisable buttons
⊖ Might not suit those who like a small mouse

PRINTERS & ALL-IN-ONES

Canon PIXMA MP640

★★★★★
Price: £200 **Reviewed:** Issue 215
Web: www.canon.co.uk
Full review: www.techradar.com/644919
Key specs: Printer (9,600x2,400dpi, 5-ink printing); supports all major memory card formats; on-body printing

⊕ Phenomenal feature package; great print quality
⊖ Weak instructions might confuse newbies

"The mix of stellar print quality and an excellent feature package make the Canon MP640 a great buy."

Canon PIXMA MG6150 ★★★★★

Price: £150 **Reviewed:** Issue 227
Full review: www.techradar.com/719361
Key specs: Six-tank inkjet; touch-sensitive controls
⊕ Comprehensive connectivity; stellar print quality
⊖ Could be faster

Samsung ML-2855ND ★★★★★

Price: £154 **Reviewed:** Issue 221
Key specs: Mono laser printer
⊕ Incredible value to run and great print quality
⊕ Elegant, well-realised text and decent images
⊕ Helpful screen to guide you through problems

DISPLAYS

Apple Cinema Display

★★★½☆
Price: £918 **Reviewed:** Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com/912746
Key specs: 27-inch LED screen, 2,560x 1,440, 12ms response time, 3x self-powered USB ports, iSight camera

⊕ Bright and sharp; good speakers; single cable to Mac
⊖ Height not adjustable; very expensive; average colour consistency

"The picture's sharp and the colours are bright and vivid, but just look at that price tag. Quality, but too expensive."

Samsung 2233SW ★★★★½

Price: £169 **Reviewed:** Issue 213
Full review: www.techradar.com/628604
Key specs: Low-cost SyncMaster monitor
⊕ Excellent value for money
⊖ No speakers

Samsung FX2490HD ★★★★☆

Price: £266 **Reviewed:** Issue 230
Full review: www.techradar.com/908753
Key specs: 24-inch LED screen, 1,920x1,280 res
⊕ Great screen, good audio, includes TV tuner
⊖ Lacks adjustability, pricey and lacks HD channels

SPEAKERS/HEADPHONES

Scosche IDR655m

★★★★½
Price: £60 **Reviewed:** Issue 223
Web: www.scosche.com
Full review: MF issue 223 group test
Key specs: Frequency response 15Hz-20KHz; weight 11g; cable length 139cm; six pairs of tips and a carry pouch

⊕ Excellent audio quality; inline controls, with volume adjustment
⊖ Felt like they should fit a little deeper in the ear

"Excellently placed mic and controls, a beautifully lively sound and a comprehensive feature set."

Audio Chi W Series ★★★★★

Price: £50 **Reviewed:** Issue 222
Full review: www.techradar.com/690331
Key specs: 3.5mm jack; adjustable headset
⊕ Rich, deep and detailed sound; comfortable
⊖ Some might prefer earbuds

Creative ZiiSound D5 ★★★★½

Price: £280 **Reviewed:** Issue 224
Full review: www.techradar.com/702310
Key specs: Bluetooth speaker set for Mac and iPod
⊕ Impressive sound; solid Bluetooth connection
⊖ Not great at shaping the sound

DIGITAL CAMERAS

Samsung WB2000

★★★★½

Price: £266 **Reviewed:** Issue 228
Web: www.samsung.com
Full review: www.techradar.com/905154
Key specs: 10MP resolution; 4.3-21.5mm lens; JPEG, raw and H.264 file formats; SD and SDHC card formats; weighs 153.3g

⊕ Superb image quality; 1080p video; good creative control
⊖ Some handling issues

"A great standalone cam or partner to an SLR, with fine video to boot. Photos and video are pure quality."

Leica V-LUX 20 ★★★★☆

Price: £465 **Reviewed:** Issue 224
Full review: www.techradar.com/702331
Key specs: 12.1MP; Leica DC-VARIO-ELMAR lens
⊕ Powerful 12x zoom option; GPS tagging
⊖ Expensive for a compact

Samsung ST1000 ★★★★½

Price: £230 **Reviewed:** Issue 215
Full review: www.techradar.com/644939
Key specs: OS X 10.4 or later
⊕ Good pics and movies; great GPS
⊖ Too expensive

DIGITAL VIDEO CAMERAS

Samsung VP-HMX 20C

★★★★☆

Price: £375 **Reviewed:** Issue 202
Web: www.samsung.com/uk
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP and still image at up to 4MP; HD lens delivering 10x optical and 10x digital zoom

⊕ Good screen; lightweight; offers full HD resolution
⊖ Really need to shop around to find affordable price

"This lightweight HD camera captures high-quality video and still images. Its 80GB internal memory is a plus point."

Canon HV30 ★★★★½

Price: £1,140 **Reviewed:** Issue 201
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
⊕ Superb stills and video; better than HDD
⊖ Cumbersome to use

Panasonic SDR-S26 ★★★☆☆

Price: £150 **Reviewed:** Issue 207
Full review: www.techradar.com/561668
Key specs: Sensor: 1/8 inch CCD; Compression: MPEG-2
⊕ Small enough to fit in coat pocket
⊖ Files need converting to play on Mac

ROUTERS/NETWORKING

AVM FRITZ!Box 7390

★★★★★

Price: £250 **Reviewed:** Issue 229
Web: www.fritzbox.eu
Full review: www.techradar.com/912929
Key specs: 802.11n, g, b and a; dual band 2.4GHz and 5GHz; power consumption 6-8 watts; integrated DECT base station

⊕ Packed with features, including dual band wireless 'n'; very fast
⊖ Expensive, especially if you don't want the telephony functions

"Fast and feature-rich, the FRITZ!Box 7390 could transform your home network. Great traffic-shaping features too."

Iomega Home Media ★★★★☆

Price: £115 **Reviewed:** Issue 207
Full review: www.techradar.com/577291
Key specs: 500GB; 1x Gigabit Ethernet; 1x USB 2.0
⊕ Easy to set up and use; elegant interface
⊖ Can't set up playlists

Janus Wi-Fi Adapter ★★★★☆

Price: £55 **Reviewed:** Issue 225
Full review: www.techradar.com/709609
Key specs: Range of up to 1000 metres
⊕ Powerful and solid wireless networking
⊖ Instructions for Mac users not great

STORAGE

Mobile Drive CLS

★★★★½

Price: £varies **Reviewed:** Issue 226
Web: www.freecom.com
Full review: www.techradar.com/713563
Key specs: Dock takes up to three portable drives; drives available in capacities of 250, 320, 500 and 640GB; USB 2.0.

⊕ Convenient; stylish design; flexible; reasonable performance
⊖ Standard drives offer a better price-per-GB ratio

"A neat, inexpensive hard disk docking station that makes us go all nostalgic. Nice rubber finish too."

Buffalo Dualie 500GB ★★★★½

Price: £119 **Reviewed:** Issue 220
Full review: www.techradar.com/678951
Key specs: USB 2.0 and FireWire connectivity
⊕ Attractive, robust, space-saving design
⊖ Expensive; drive slows when iPhone docked

Apple Time Capsule 2TB ★★★★☆

Price: £396 **Reviewed:** Issue 213
Full review: www.techradar.com/629850
Key specs: 1x USB 2.0, 3x Ethernet, 1x WAN
⊕ Simultaneous dual band; high capacity
⊖ No built-in modem

TOP 10 Tap! Games

The best games for the iPhone, iPad & iPod touch this month

RECKLESS RACING HD

The best and prettiest top-down racer you're likely to find for the iPad. Get it.
iPad; £2.99

HALCYON

Guide currents along wires so they meet alike ones. Wonderfully engaging.
iPad; £2.39

GALAXY ON FIRE 2

A fun and engaging game that's even more satisfying than Angry Birds.
iPhone/iPod touch/iPad; £5.99

CHAMPIONSHIP MANAGER 2011

Addictive and thorough, the best current footy management game.
iPhone/iPod touch; £2.99

NEED FOR SPEED HOT PURSUIT

Smash your adversaries up at high speed. This sort of thing never gets dull.
iPhone/iPod touch; £2.99

INFINITY BLADE

Slash and swipe your way through the best-looking game to grace iOS.
iPhone/iPod touch/iPad; £3.49

SPACE INVADERS INFINITY GENE

This starts as the arcade classic and morphs into an exciting and modern game.
iPhone/iPod touch/Pad; £2.99

MODERN COMBAT 2 HD

The best first-person shooter you'll find on the iPad. Really impressive.
iPad; £3.99

BUBBLE PETS

Proper old-skool pixellated fun – guide pets home safely, avoiding the baddy.
iPhone/iPod touch/iPad; £1.19

THEY NEED TO BE FED

A fun – but short – platform game that packs in plenty of challenges along the way.
iPhone/iPod touch; 59p

Looking for more great games for your iPhone? Try Tap! the iPhone and iPad magazine
www.tapmag.co.uk
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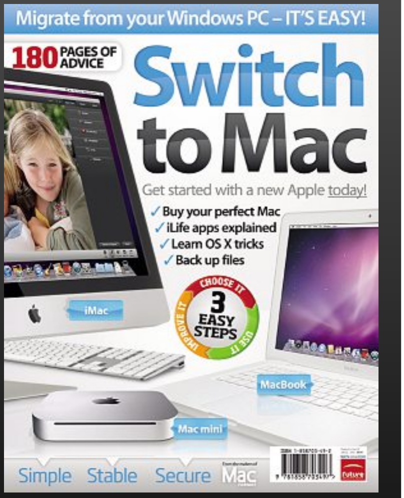

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✓ Back up files
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Available to buy online at
www.myfavouritemagazines.co.uk/switch-to-mac

BUYERS' GUIDE

HOME OFFICE

Scrivener 2.0

★★★★★

Price: £30 **Reviewed:** Issue 229
Web: www.literatureandlatte.com
Full review: www.techradar.com/913378
System reqs: A Mac with either an Intel or an older PPC procesor can be used; minimum version of OS X is 10.4: Tiger

⊕ Great new features; improved corkboard; better outlining
⊖ Some aspects are quite complex

"Far and away the best application available for long-form writing, on any platform. A superb update."

MS Office for Mac 2011 ★★★★☆

Price: From £76 **Reviewed:** Issue 228
Full review: www.techradar.com/903277
System reqs: OS X 10.5.8 or later; Intel Mac
⊕ Cheaper and faster than 2008; new features
⊖ No upgrade pricing

FileMaker Pro 11 ★★★★★

Price: £257 **Reviewed:** Issue 221
Full review: www.techradar.com/683719
System reqs: OS X 10.5.7 or later
⊕ Easy to use; built-in charts; Quick Find
⊖ No image import from Bento

VISUAL TOOLS & LAYOUT

Freeway 5.5 Pro

★★★★★

Price: £155 **Reviewed:** Issue 230
Web: www.softpress.com
Full review: www.techradar.com/919171
System reqs: Mac OS X 10.5 or higher; Intel or PowerPC processor; Tiger users can run Version 5.4.3

⊕ Powerful layout controls; built-in web image optimising; new features
⊖ Weak HTML import; only one undo

"Freeway 5.5 Pro is great for website design work, and doesn't ask for a degree in coding first."

BeLight Swift Publisher ★★★★★

Price: £29 **Reviewed:** Issue 222
Full review: MF Issue 222 group test
System reqs: Mac OS X 10.3.9 or later
⊕ Simple, intuitive and effective layout tools
⊖ Takes a little time to learn how to use it

Photoshop Elements 9 ★★★★½

Price: £58 (£65 bundled) **Reviewed:** Issue 227
Full review: www.techradar.com/719934
System reqs: OS X 10.4.11+, Intel Mac, 512MB
⊕ New Guided Edit mode; Layer masks; Organizer
⊖ Some features not so effective

SYSTEM UTILITIES

Bjango iStat Menus 3

★★★★★

Price: £11 **Reviewed:** Issue 223
Web: www.bjango.com
Full review: www.techradar.com/694688
System reqs: OS X 10.5 or later. The last version to offer compatibility with OS X 10.4: Tiger was iStat Menus 1.3

⊕ Updated interface; simpler intstallation; great new features
⊖ It's no longer free, though it's certainly worth paying for

"A solid upgrade to what was already a first-rate add-on for any Mac. A great application that continues to improve."

Stuffit Deluxe 2011 ★★★★★

Price: £33 **Reviewed:** Issue 229
Full review: www.techradar.com/912996
System reqs: OS X 10.6 or later
⊕ Fast compression; good workflow management
⊖ Not for occasional users

Panic Transmit 4 ★★★★★

Price: £24 **Reviewed:** Issue 223
Full review: www.techradar.com/694626
System reqs: OS X 10.5 or later
⊕ Fast transfer speeds; improved options
⊖ No significant problems at all

MULTIMEDIA SOFTWARE

Apple iLife '11

★★★★½

Price: £46 **Reviewed:** Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com
System reqs: Intel processor; 1GB RAM; Mac OS X 10.6.3 or later; 5GB HDD space; display, min. 1280x768-pixel resolution.

⊕ Great new features for iPhoto, iMovie and GarageBand
⊖ iDVD and iWeb not updated; the iLife suite is now Snow Leopard-only

"It's a pity iLife '11 is Intel-only, but as PowerPC Macs were discontinued in 2006, it's probably time to let go."

Apple Logic Studio ★★★★★

Price: £417 **Reviewed:** Issue 213
Full review: www.techradar.com/625541
System reqs: Intel Mac; 1GB RAM; Mac OS X 10.5.7
⊕ Powerful music studio; great tools; good value
⊖ Some minor bugs in the initial release

Anime Studio Debut 6 ★★★★½

Price: £32 **Reviewed:** Issue 225
Full review: www.techradar.com/709610
System reqs: 256MB RAM; OS X 10.4 or later
⊕ Great new tools, including masking function
⊖ It's not the Mac's best-looking app

Mac FORMAT

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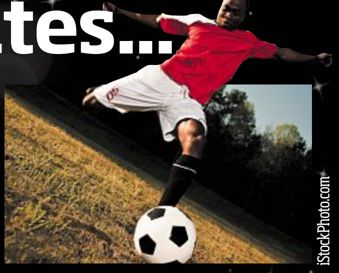

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*Highest grossing Lifestyle App on iTunes, November-December 2010.

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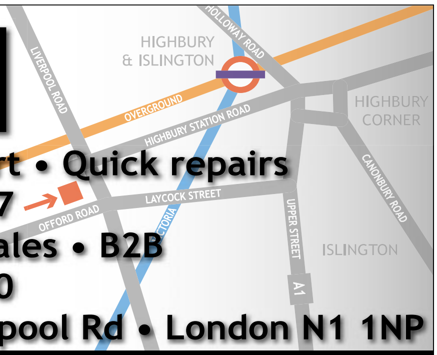

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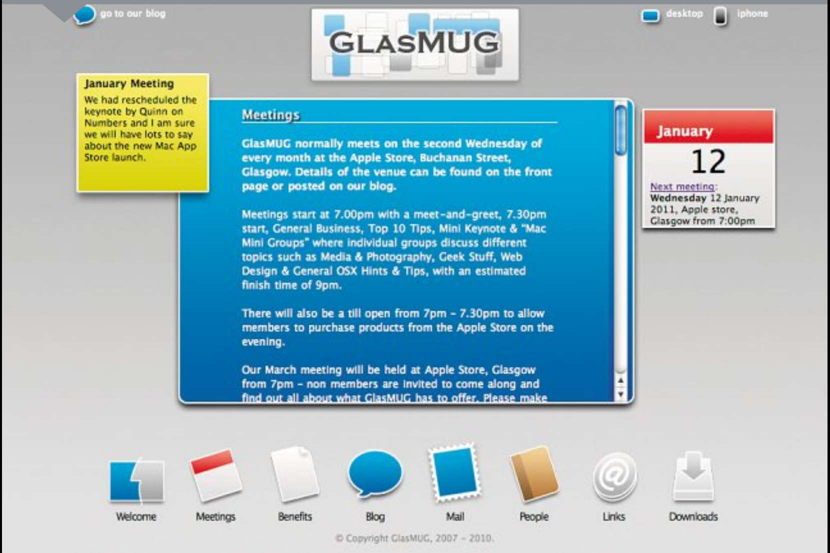
MUG OF THE MONTH / GlasMUG



January Meeting
We had rescheduled the keynote by Quinn on Numbers and I am sure we will have lots to say about the new Mac App Store launch.

Meetings

GlasMUG normally meets on the second Wednesday of every month at the Apple Store, Buchanan Street, Glasgow. Details of the venue can be found on the front page or posted on our blog.

Meetings start at 7.00pm with a meet-and-greet, 7.30pm start, General Business, Top 10 Tips, Mini Keynote & "Mac Mini Groups" where individual groups discuss different topics such as Media & Photography, Geek Stuff, Web Design & General OSX Hints & Tips, with an estimated finish time of 9pm.

There will also be a till open from 7pm - 7.30pm to allow members to purchase products from the Apple Store on the evening.

Our March meeting will be held at Apple Store, Glasgow from 7pm - non members are invited to come along and find out all about what GlasMUG has to offer. Please make

January
12
Next meeting:
Wednesday 12 January 2011, Apple store, Glasgow from 7:00pm

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The Glasgow Mac User Group (GlasMUG for short) is one of those lucky enough to have its meetings at the local Apple Store. They're held in the Apple Store on Buchanon Street on the second Wednesday of every month. Meetings start at 7pm with a meet-and-greet before getting down to business at 7.30pm. There's usually a talk by a member or guest and a chance to ask general questions. You can find out more about the GlasMUG and how to get involved at **www.glasmug.com**.

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>>CODING EXTENSION

Animation Engine 3

Extension for the LiveCode platform

AnimationEngine

Animation Engine is an extension for the RunRev LiveCode programming platform (which is purchased separately). Worth £50, *Animation Engine* enables you to add motion to your multimedia productions easily. You can create linear, circular, elliptical and polygonal movement, adjust the speed that your objects move at and alter their paths to produce exactly the movement you want. It will also help you detect collisions between your items.

If you're new to this and it all sounds a bit daunting, fear not, as *Animation Engine* includes a number of tutorials to show you the ropes before you set about producing your own creative animations.

>>FILE UTILITY

iPad File Explorer 1.616

Use your iOS device as a file store

Your iPhone or iPad has a whopping amount of storage in it, and you can use that to transfer files between Macs using *iPadFileExplorer*. You can create folders, upload and download files, and then delete them. A word of warning – you'll be able to view the iPad's working files – back up first and don't meddle with anything that's there already!

Upgrade offers

If you like *iPadFileExplorer*, upgrade to the latest version at a 20% discount. Simply go to the **iPadFileExplorer** menu in the app and choose **Upgrade**, which will take you to a special web page for *MacFormat* readers.

>>EMAIL COMPOSER

Massive Mail 1.3

Send great personalised messages

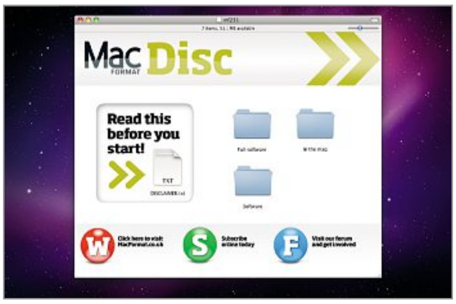
Massive Mail enables you to generate personalised email messages for groups in your *Address Book*. As well as the message body, attach files and folders and then compress them before you send your email. There's also a preview mode so that you can see how your email and attachments will look when they arrive in the recipient's inbox.

You pick who your message is being sent to in *Massive Mail*'s separate Addressees window.

Upgrade offers

Get a 40% discount when you upgrade to *Massive Mail 2* by going to **http://bit.ly/macformatmassivemail**. Use the following coupon code when you come to the checkout: MF75650D464.

>>HOW TO / Install the programs on your disc


Mac Disc
FORMAT
Read this before you start!
TXT
DISCLAIMER.txt
Full software
In the mag
Software
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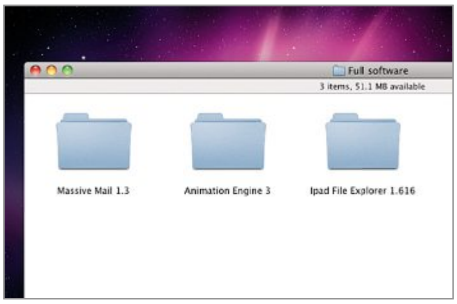
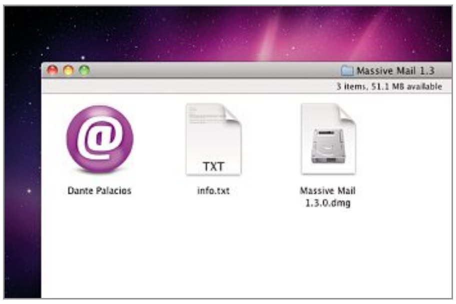
01 Loading the disc

Once you've inserted the disc in your Mac's optical drive and clicked on the disc icon to display its contents, you'll be greeted with this folder. Please make sure you read the disclaimer text file before you progress.


Full software
3 items, 51.1 MB available
Massive Mail 1.3
Animation Engine 3
Ipad File Explorer 1.616

02 The software

Navigate through the folders as you would those on your hard disk. Using the *Finder*, click on the names that correlate with the magazine sections and you'll be greeted with folders for each of the applications.


Massive Mail 1.3
3 items, 51.1 MB available
Dante Palacios
TXT
info.txt
Massive Mail 1.3.0.dmg

03 Getting the apps

Each software folder will house at least three icons. The first is an info text file where you can read more about the product. Then comes a webloc site link and, finally, the app itself. Drag it to your desktop to open. ●

ON THE DISC

MacFormat Disc

>> HAVING PROBLEMS?

For further help email **support@futurenet.co.uk** or call our support team on **01225 822743**. If you have comments please email to Simon Holland, New Media Editor, at **simon.holland@futurenet.com**

Three full programs plus widgets, tutorials, reviews and freeware

FULL SOFTWARE

Animation Engine 3
iPadFileExplorer 6.1.6
Massive Mail 1.3

IN THE MAG

Best free apps

AddressBookSync 1.6.1
Adium X 1.4.1
Anxiety 1.0
AppCleaner 1.2.2
AppFresh 0.8.5
Audacity 1.3.12.0
Boxee 0.9.23.15885
Burn 2.5
Carbon Copy Cloner 3.3.7
Cyberduck 3.8.1
Dropbox 1.0.10
Evernote 2.0
Flip4Mac WMV Player 2.3.6.5
Growl 1.2.1
HandBrake 0.9.5
iStat Pro 4.92
NetNewsWire 3.2.11
R-Name 3.0
SketchBox 1.4.1
Skype 5.0.0.6378
Spotify 0.4.8.241
Stuffit Expander 2011
Tweetie 1.2.8

Mac FORMAT
ISSUE 231 / March 2011

MISSING YOUR DISC?

If your disc is missing, email **support@futurenet.com** or phone **01225 822743**

Shareware

Apimac Timer 7.0.0
Comic Life 2
Kiwi 2
RapidWeaver 5
WinZip Mac Edition 1

Tutorials

Skitch

Recommended

iPad File Explorer 2.18
Massive Mail 2.0.2

Freeware

AirPort Location 0.60158
Disk Drill 1.0.62
iPhotoToGallery3 0.4.7
LilyPond 2.13.41-1
MagicPrefs 2
Mirage 1.0.1
Stykz 1.0
Syrinx 2.4.3
TCPBlock 2.8
Transmission 2.13

Widgets

Airlock 1.1
Sudoku 1.0
UnFormat 2.0
VelaClock 2.2.7

>> FINDING A SERIAL CODE

With the new interface comes a slight adjustment in your route to full product activation. The majority of this software will still require you to register online for activation. But now, you'll need to double-click the webloc '@' icon.

Future Technology coverdisc

This disc has been thoroughly scanned and tested at all stages of production, but - as with any new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk(s) before using this disc.

Future Publishing cannot accept responsibility for any disruption, damage and/or loss of data to your data or computer system that may occur while using this disc, or the programs and data on it. We advise that you consult your network administrator before installing software on a networked Mac.

Coverdisc problems

If you are having difficulties using the *MacFormat* disc interface or its content, please visit our reader support website at www.futurenet.co.uk/support. On this regularly updated website, you'll find solutions to numerous commonly reported problems. If, after reading these, you are still experiencing difficulties, then please email our reader support team (support@futurenet.co.uk) or phone 01225 442244 and ask for coverdisc support.

Please note that we can only provide technical support for the installation of software. Unfortunately, we cannot give in-depth help on the applications, or on your hardware or operating system. For software support-related issues, please contact the relevant product's developers. We regret that are unable to provide serial numbers over the phone.

Please also note that Future Publishing can only provide technical support for this disc for a period of six months after this magazine's on-sale date.

Interface

- Interface requires OS X.
- Some programs may require free registration over the internet or phone.
- Some software may not be available in all territories.
- Where relevant, program values quoted are prices when sold with original packaging and manuals.

Made in the EU
MAC231 DISC

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